

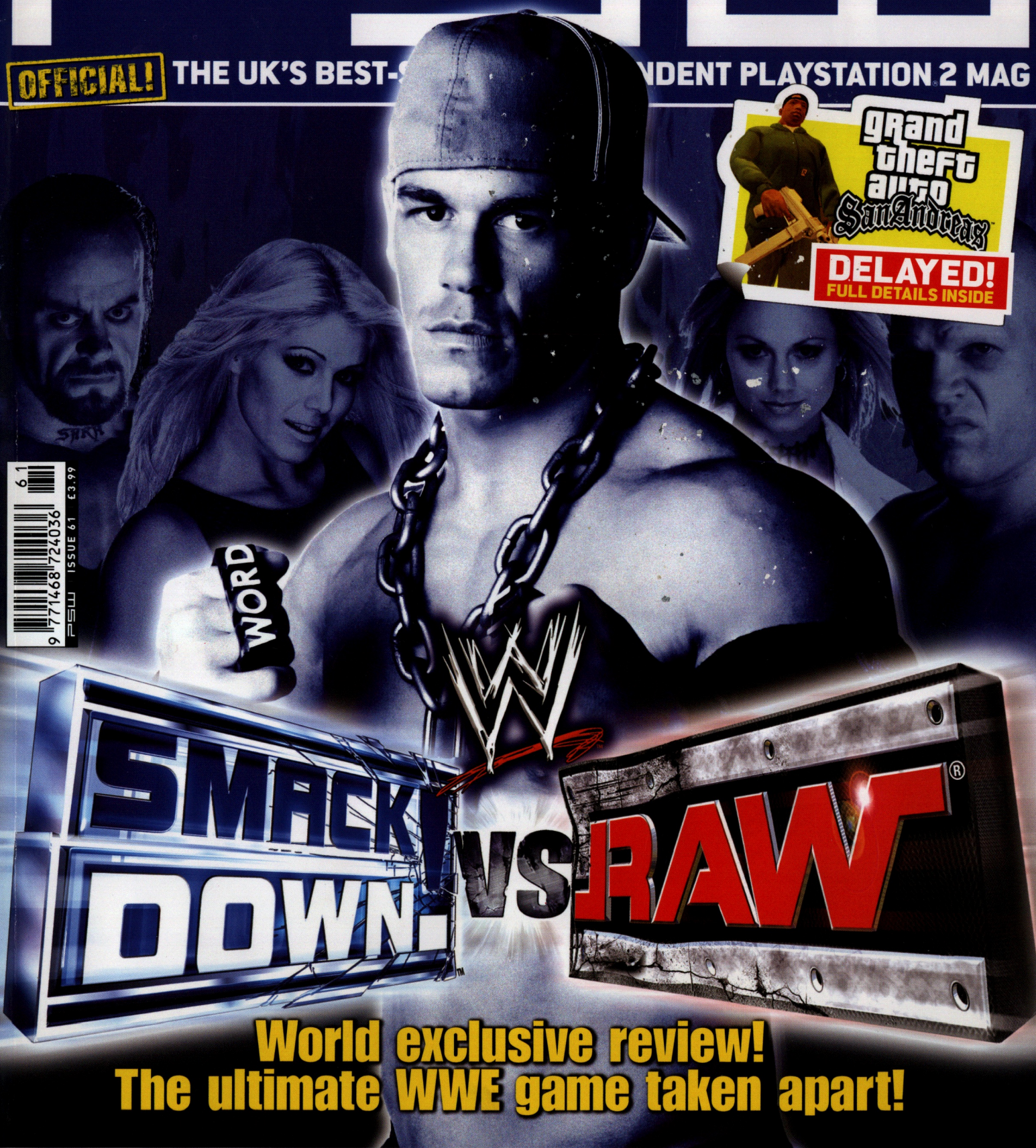
PLAYSTATION 2

PSW

>ISSUE 61 >£3.99

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THE UK'S BEST-INDEPENDENT PLAYSTATION 2 MAG



World exclusive review!
The ultimate WWE game taken apart!



THE GETAWAY BLACK MONDAY

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Area 51 • Midnight Club 3 • Killzone
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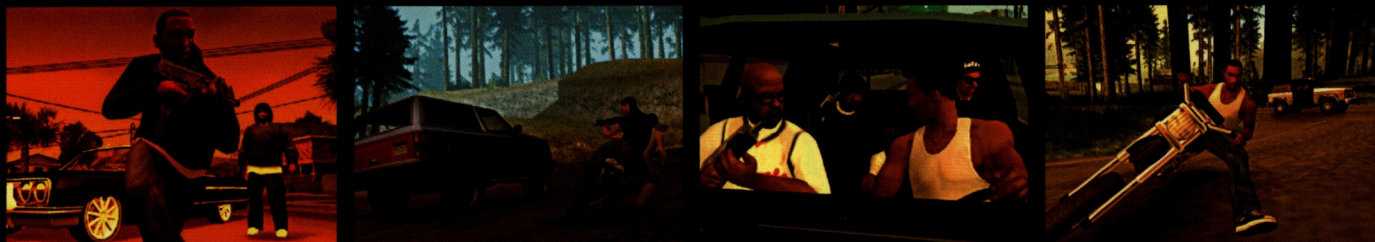
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PlayStation 2



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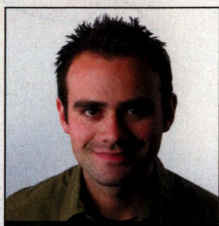
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WELCOME TO THE UK'S BEST-SELLING INDEPENDENT PLAYSTATION2 MAGAZINE.



Phew. It's been a bit of a heavy month for the PSW team. It's the same every year. At around this time, we hunt down every single Christmas blockbuster and showcase, analyse and examine it before anyone else. So this issue we've got the world exclusive first review – anywhere in the entire solar system – of the immense *WWE SmackDown! Vs Raw*. We tell you whether *Killzone* is all it's cracked up to be, we get in the ring with *Def Jam Fight For NY*, we let the Wookie win in *Star Wars Battlefront* and serve up steaming slices of everything from *Tekken 5* to *Grand Theft Auto: San Andreas*. To be honest, I'm worn out thinking about it. So while we slump off to the PSW sauna room, nicotine patches over our eyes, saline drips in our arms and band-aids plastered around our work-weary heads, why don't you enjoy the issue. Don't you worry about us, mate. You go off and enjoy yourself. No, we're fine. Really...

Lee Nutter

Lee Nutter
Editor

THIS MONTH'S HIGHLIGHTS



"Torrie's bra comes flying over the shower screen"

Hot stuff in our exclusive review of *WWE SmackDown! Vs Raw*, p6

"If you're looking to bet it all, roulette's your best choice"

Gambling exposed in *Grand Theft Auto: San Andreas*, p46



"You, a gun, a horde of soldiers, and some bullets. That's it"

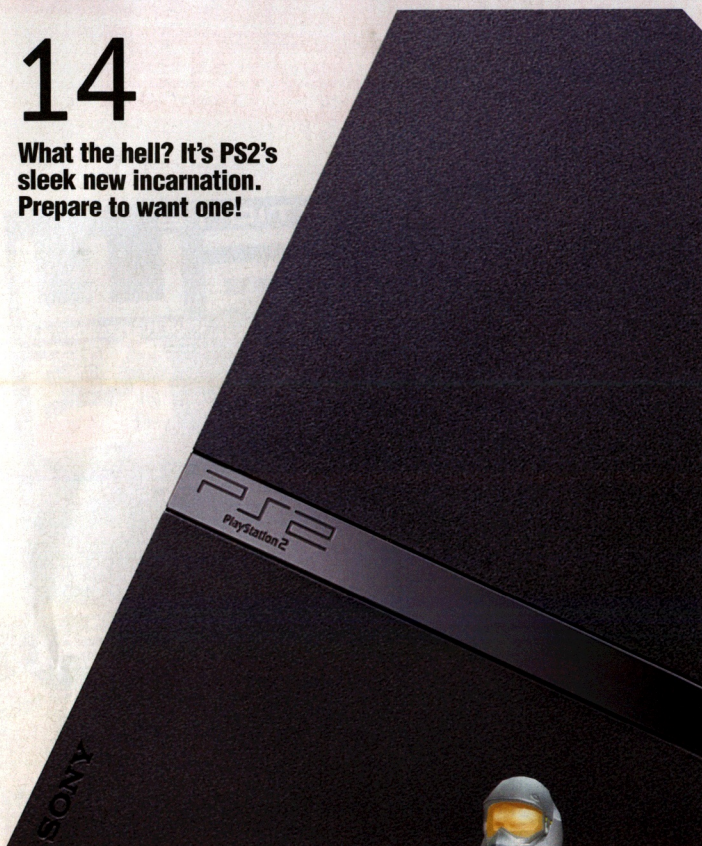
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Movie stars and rockers lend their voices to the shooter.



Which star's behind the scary mask in *Area 51*?

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They're only drip-feeding new info, but you know you can't live without it.

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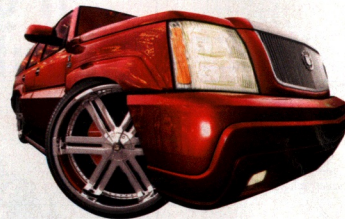
All you need to be a car pimp's right here. Read on.

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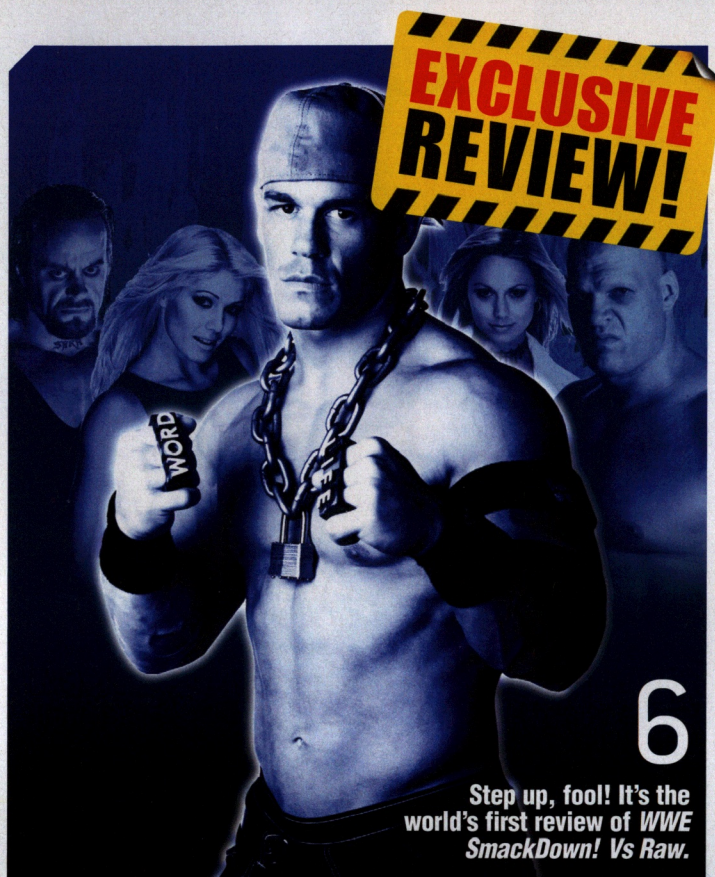
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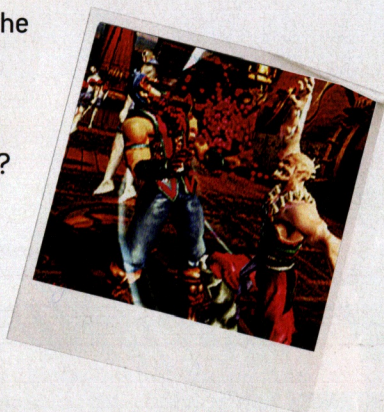
If you like rap and fighting, this is for you.

84 *Star Wars Battlefront*

Change the course of all your fave *Star Wars* battles. And murder Gungans.

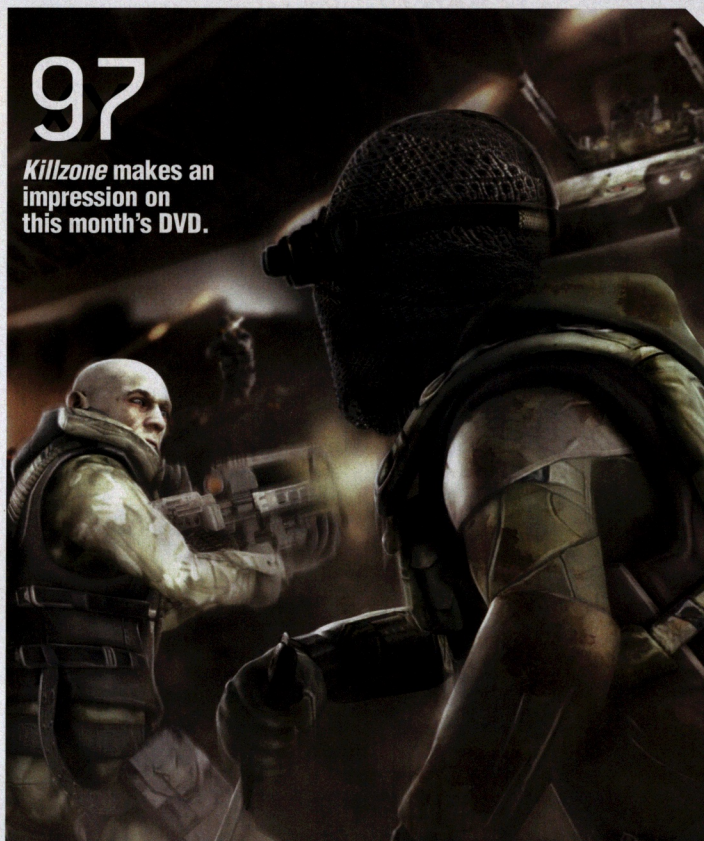
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Down a pint, test your brain.



The ladies love our letters page. Find out why on p98.

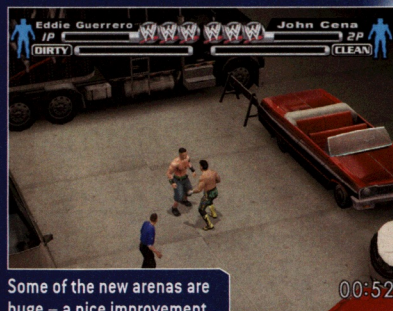
COVER GAME



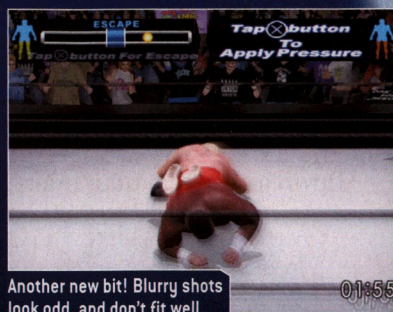
New bit! These pre-match taunts drop you right in it.



Six people can play at once if you're Multi-Tapped up.



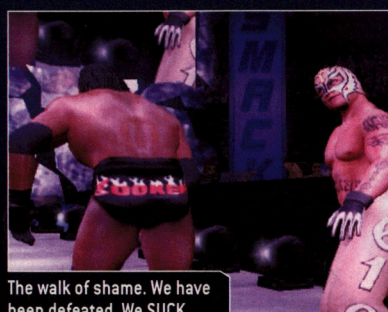
Some of the new arenas are huge – a nice improvement.



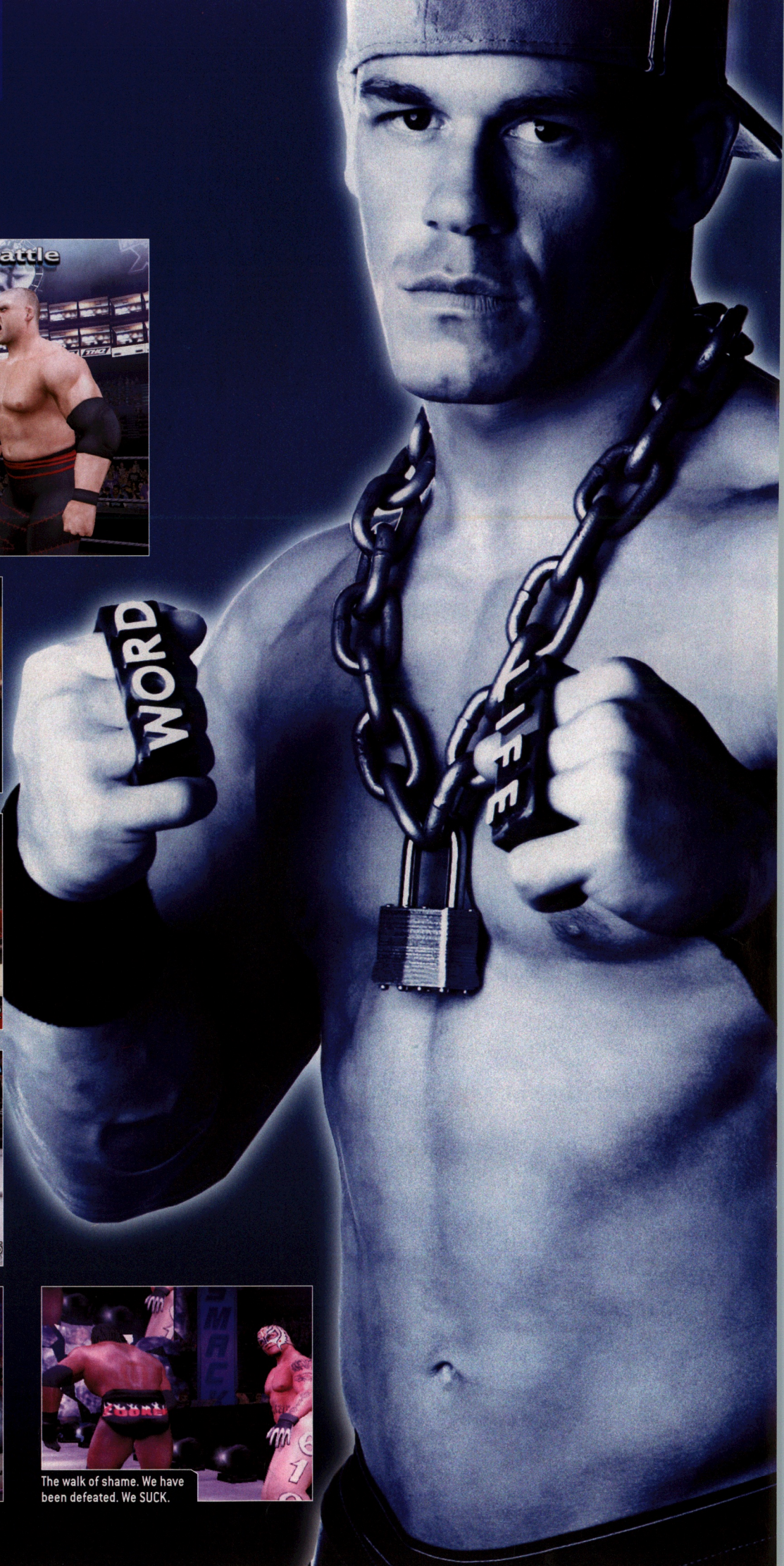
Another new bit! Blurry shots look odd, and don't fit well.



Plenty of old wrestlers add character to the Legends bit.



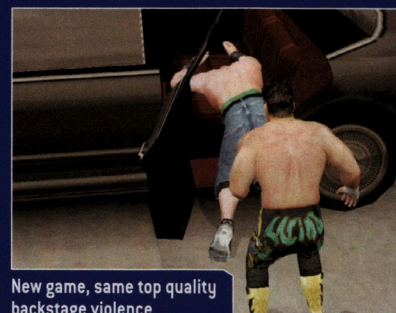
The walk of shame. We have been defeated. We SUCK.



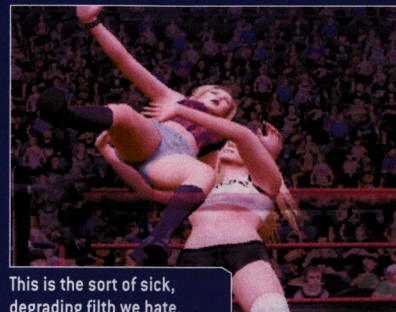
In the olden days, wrestlers only had to be fat to be good.



ON THE DVD



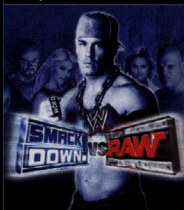
New game, same top quality backstage violence.



This is the sort of sick, degrading filth we hate.

WWE SMACKDOWN! VS RAW

PlayStation 2



GAME DETAILS

PUBLISHER: THQ
DEVELOPER: YUKE'S
OUT: NOVEMBER
PRICE: £39.99
PLAYERS: 1-6
ONLINE: YES

A whole ring-full of additions and alterations make this year's WWE game a well-pumped contender.

WWE Smackdown! Here Comes the Pain rocked our boats vigorously last year. We loved it. *WWE SmackDown! Vs Raw* sticks to the same winning formula, but it chucks a whole load of shiny new goodies our way too. Online gameplay, real wrestler voices, new fighting modes... it may not be a reinvention of the brand, but it's giving all us fans exactly what we've been clamouring for.

Although we have to say, the whole 'SmackDown! Vs Raw' angle doesn't mean anything much. Suggesting that this

contains both *Raw* and *SmackDown!* wrestlers is true – but so did last year's WWE game. The only way this rota splitting concept effects the game is when playing exhibition matches, where you're asked to select either *SmackDown!* or *Raw* fighters to play with. Once you've chosen a side in Season mode, you're lumbered with a smaller choice of fighters until you reset the PS2 and start again – which is a bit of an odd decision.

For the first time, we've got real voice acting from many of the WWE's top stars to flesh out the career mode. Now they act out their little between-fight story scenes, making this by far the most authentic and official-feeling wrestling game to date. The story still progresses regardless of whether you win or lose, and is full of generic phrases to cover such eventualities ("Hmm, you again!"), but it seems to offer a more varied selection of match types and unfolds quicker than the oft tedious events of *Here Comes the Pain*.

We're not going to spoil too much of the Career mode plot, but can reveal that it contains a lot more humour this time around. One angle initially concerns a love-triangle between your fighter, Rene Dupree and his arm-candy manager Torrie Wilson.

By the time Torrie and Dupree are making out in the shower room (and her bra comes flying over the steamy screen) you realise it's not taking itself too seriously.

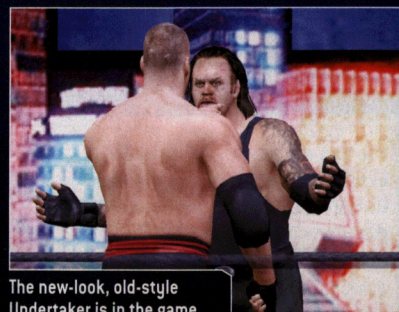
I DO THIS FOR A LIVING

This Career mode is where the secret stuff is unlocked, too. Via the Shopzone you can purchase hidden 'Legends' – classic wrestlers whose identities we're not supposed to reveal (but we can surely get away with outing one – Mick Foley's 'Mankind' is in!), while new dancing ladies for the menu screens, and alternative costumes can also be unlocked.

By alternative costumes we actually mean 'differently coloured pants for the girls' as, joy of joys, the Bra and Panties



Six players. Messy, but fun, and it doesn't glitch at all.



The new-look, old-style Undertaker is in the game.

COVER GAME

WHAT'S NEW?

Here's what's new in *SmackDown! Vs Raw*

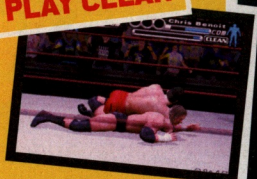
MINI-GAMES



Exhibition matches start with these short, sharp showdowns, where the fighters compete for the kudos of getting in the first blow. A quick introduction to the game, that forces you to actually pay attention.

See that second gauge with the 'Clean' marking? It's not about personal hygiene, it represents how nice or nasty your fighter is being in the ring. Play fair to fill your gauge and reap the rewards.

PLAY CLEAN



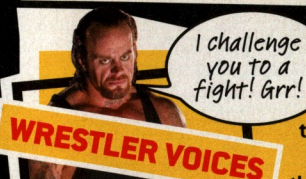
ONLINE MATCHES



Oh yes. There's this little option. We've been playing the private online test version for some weeks now, and can report that online matches are every bit as enjoyable as the offline multiplayer.

They're always fiddling with the commentary. Tazz and Michael Cole provide voices here, opting this time to keep their comments brief – a few general phrases during each match are all you hear.

COMMENTARY

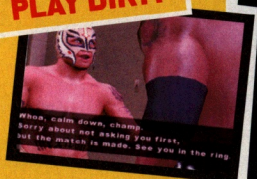


WRESTLER VOICES

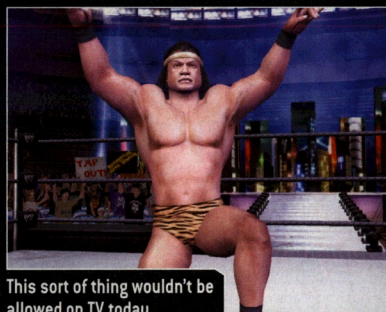
Finally! In the Career game the characters are voiced by the actual wrestlers, adding loads of atmosphere. Some sound like they clearly can't be bothered, but, overall, it's a good addition.

You can argue with refs and do extra damage, thanks to the Bad Button (L1). If your enemy's on the ropes and you're told to let go you can now refuse, holding down L1 to hurt him more.

PLAY DIRTY



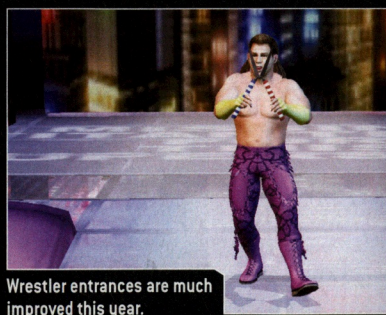
Old and new come together in this year's great WWE game.



This sort of thing wouldn't be allowed on TV today.

match – where you fight to strip a lady wrestler of her clothes – has returned once more. Praise be to the politically incorrect world of wrestling, where women have no purpose other than brightening up the lives of 'their men'.

It's not just the undies matches that are back – every play mode and match type has returned, with very little in the way of new fight options over last year's *Here Comes the Pain*. We're not going to go through them all now – that'd be extremely boring for us both – but every seen-on-TV eventuality you can imagine, in every combination of one, two and up to six-player matches is catered for. There's a whole screen full of match types, covering Last Man Standing, First Blood, Cage, Ladder, and... you name it. Impressive, but actually very similar in content to last year's WWE game.



Wrestler entrances are much improved this year.

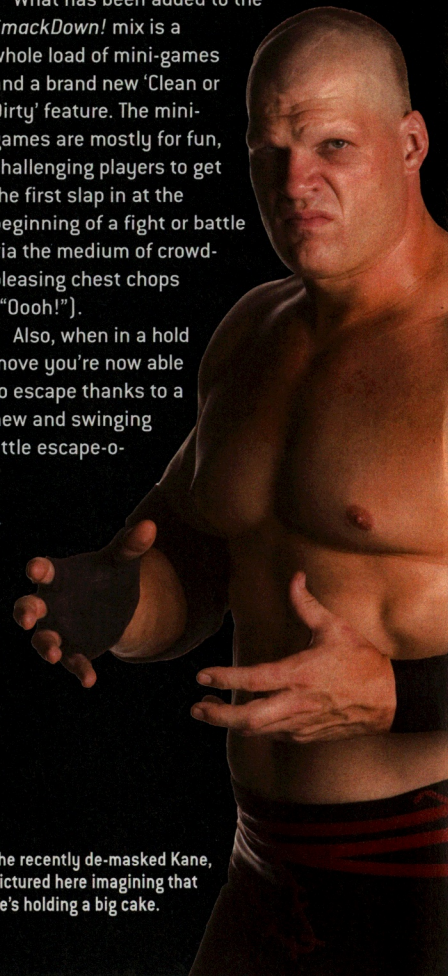
WE'RE LIVING IN TWO TRIBES AND HEADING FOR WAR

The basic way you play is virtually unchanged. X is your strike button, pressing O and the directional-pad pulls off basic grapples. Triangle takes you up the posts for high-flying combat and, as ever, you're playing to boost your rage gauge and earn those super-posh special attacks – pulled off by pressing L1 when you're in the right position. Underneath, it's very much the same game as before.

What has been added to the *SmackDown!* mix is a whole load of mini-games and a brand new 'Clean or Dirty' feature. The mini-games are mostly for fun, challenging players to get the first slap in at the beginning of a fight or battle via the medium of crowd-pleasing chest chops ("Oooh!").

Also, when in a hold move you're now able to escape thanks to a new and swinging little escape-o-

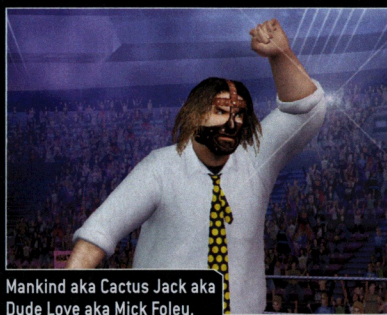
The recently de-masked Kane, pictured here imagining that he's holding a big cake.





Grabbing the rope remains a good escape tactic.

This is what it's all about. It is the beautiful game.



Mankind aka Cactus Jack aka Dude Love aka Mick Foley.



"Every eventuality you can imagine, in every combination of one, two and up to six-player matches is catered for."

meter that pops up. Now there's an element of skill to getting out of holds quickly – stop the whizzing little ball in the right area of the bar and you'll get out of jail free.

You're also able to dish out extra hurt for fun. If the ref calls you off an opponent who's on the ropes, you can ignore his demands by holding down L1 and continuing the attack. Do it for too long and you're disqualified, plus it fills your Clean meter with Dirty points, taking you further away from the Clean fighter's reward of increased attack strength and temporary invulnerability. Dirty fighters can also argue

calls – press L1 after a decision to harass the ref over a pin count you think he got wrong. Does it help? Not really, but it's certainly a great way to annoy your opponents in multiplayer matches.



NO PAIN, NO... FUN

You can make it more complex if you're an advanced player. The two bottom shoulder buttons are your counter-attacks, ample pressing of which produces results and helps you escape a battering. You're able to counter and even steal special attacks from opponents if you can learn the correct timing, placement and button combination, helping *SmackDown! Vs Raw* achieve something many fight games fail to offer – the ability for experienced players to triumph over button-mashers every time.

Choose to play with a manager at

WHAT'S OLD?

Here's what remains from
Here Comes the Pain.

A sadly familiar line-up of match types is on offer, with *SmackDown! Vs Raw* featuring little in the way of enhanced fight options. At least the B&P matches have survived.

BRA AND PANTIES FIGHTS



LADDER MATCHES



The usual hardcore, chair and ladder options are in, with greatly enhanced PS2-controlled wrestlers now much better at controlling ladders and competing against you.

As before, your journey through the career mode results in you earning two things – experience points to boost your fighter's skills and money to buy loads of secret unlockables.

SHOPZONE



GO CAREER



And here's the Career mode. Differing slightly depending on who you pick to play as, *SmackDown! Vs Raw*'s story-led game manages to marginally improve over *Here Comes the Pain*'s single-player game.

CREATE-A-WRESTLER

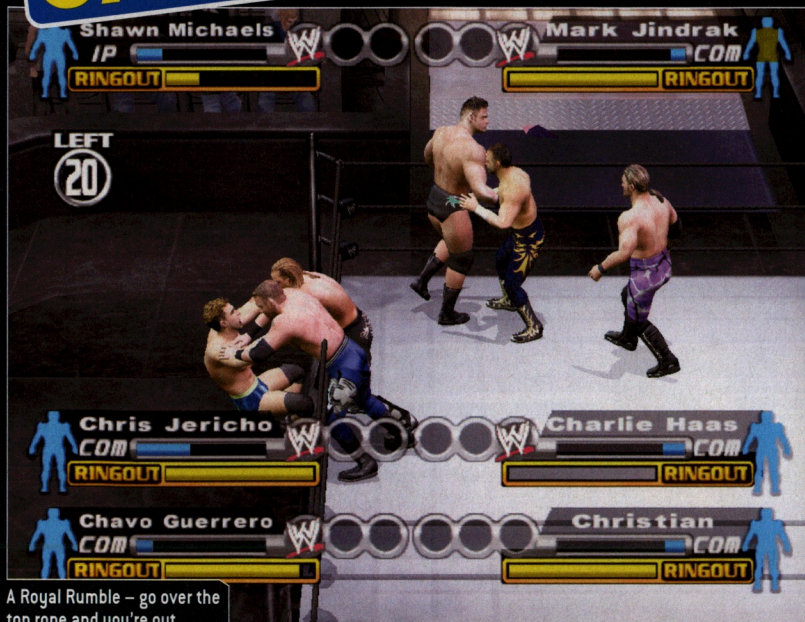
You could spend days creating a fighter, allocating them moves and editing the signs fans in the crowd wave. But you could last year, too, and did we? No. We only ever played as Stacy Keibler.



ringside and you're able to give them orders too, signalling your helper to distract the referee or get you a weapon via a press on the analogue stick. In short, there's a lot more happening in the ring, with frantic button-hammering and swing-o-meters filling those pauses between attacking moves.

What all this has done is made playing the game a little more accessible to newcomers, with even *SmackDown!* newbies able to enjoy competing for the

COVER GAME

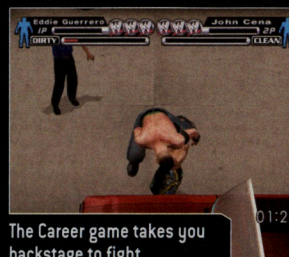


A Royal Rumble – go over the top rope and you're out.

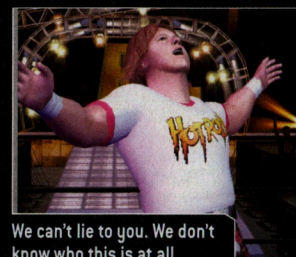
'First Hit' against more experienced players thanks to the newer, simpler evasion techniques and mini-games.

GONNA GET... DIRTY

One thing we have noticed is the enhanced nastiness of the PS2-controlled opponents. After some ten months out of wrestling [games], coming back to *SmackDown!* seems harder than ever. Even experienced players will find themselves getting a thorough kicking, as enemy wrestlers down you, pick you up, flatten you again and go



The Career game takes you backstage to fight.



We can't lie to you. We don't know who this is at all.



Grappling is easy – just press the O button and a direction.

"Online fighting is pleasingly simple given the PS2's torturous interface, and it's great testing your skills against international players."

to town on whatever's left of your arse, dragging your semi-conscious man up off the floor to continue the hiding.

"I can't even get off the floor!" will be something you say often, while getting used to the massive onslaught of the PS2-controlled men. So while you're down there, enjoy the view. Watching the cream of the

WWE going to work has never been better.

The fighters themselves are as impressive as ever, with updated character models bringing the series right up to date; Big Show's slightly greying temples aptly illustrate just how perfect these PS2 versions of the WWE superstars are.

The wrestlers' ceremonial entrances to the ring have been much improved too. Latino loverboy Eddie Guerrero now drives down to ringside in his bouncing car, John Cena raps as he walks down the ramp and Rey Mysterio leaps up in a haze of fireworks – it's all good.

Also much enhanced is the ringside crowd, now a fully animated, jumping, waving and moving sea of people. Admittedly they're all quite flat people who go invisible if you look at them from the side, and who look like cel-shaded cartoons with thick black outlines around them in close up shots, but it still remains the best and most impressive collection of ringside spectators yet seen.

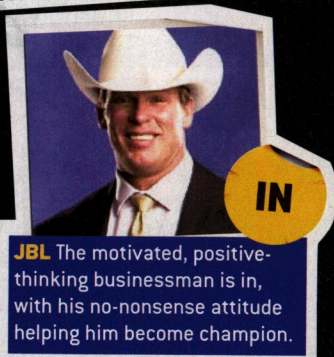
The commentary makes a return too, this time in a muted, occasional style, with Tazz and Michael Cole opting to throw in the odd generic comment about how

WHO'S IN AND WHO'S OUT

Which new WWE stars have been included and who's been dumped to make way? These!



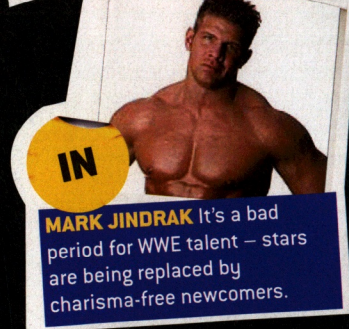
BROCK LESNAR Last year's hot new talent has quit the WWE, opting for a career as a US football player.



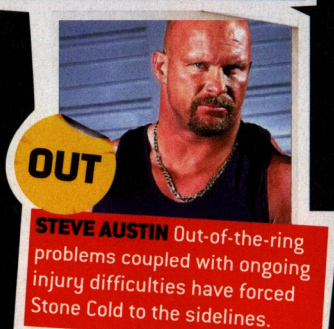
JBL The motivated, positive-thinking businessman is in, with his no-nonsense attitude helping him become champion.



GOLDUST The 80s star who came back for a brief story with Booker T is out, making way for less frightening individuals.



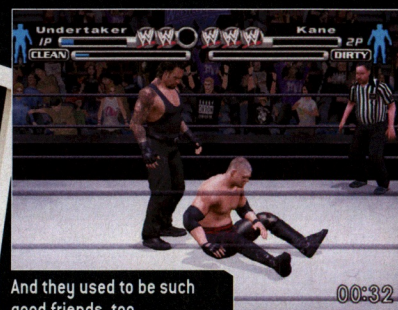
MARK JINDRAK It's a bad period for WWE talent – stars are being replaced by charisma-free newcomers.



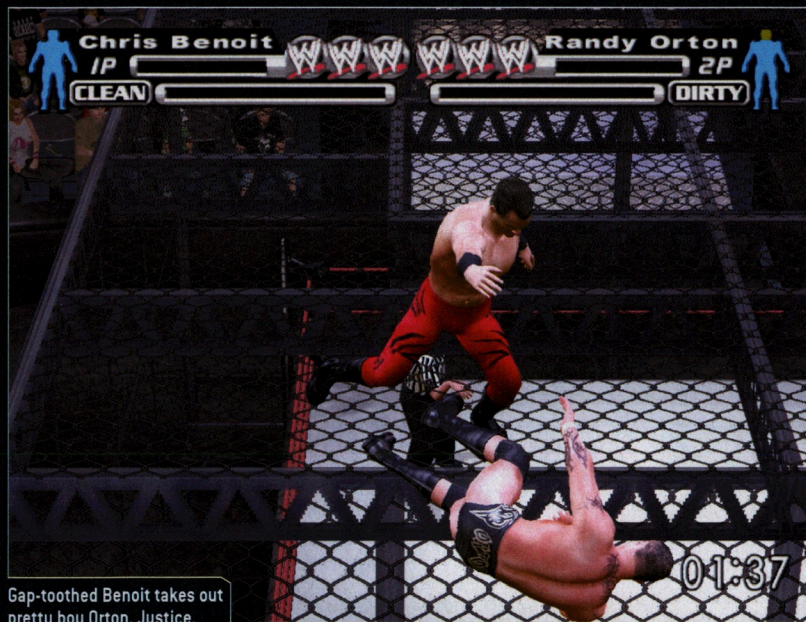
STEVE AUSTIN Out-of-the-ring problems coupled with ongoing injury difficulties have forced Stone Cold to the sidelines.



GARRISON CADE Trained by Shawn Michaels, Cade is tipped as a new all-round star – despite his many injuries.



And they used to be such good friends, too.

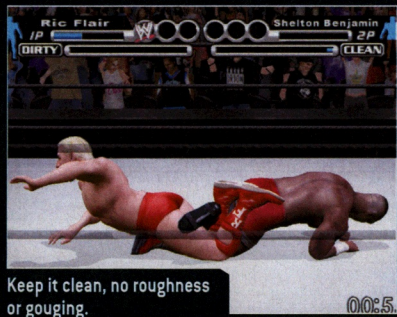


Gap-toothed Benoit takes out pretty boy Orton. Justice.

excited they are to be here instead of going all-out for a play-by-play description of the action. Adding to the atmosphere without being intrusive and annoying, the commentary works in this sparse manner.

INTERNET BEATDOWN

Multiplayer is still go, more so than ever. Six-player Royal Rumbles are possible for the multi-tapped, plus there's the new Online section. And it's this that might just prove to be *SmackDown! Vs Raw*'s biggest new asset. Online fighting is pleasingly simple given the PS2's torturous interface, and it's great testing your skills against international players. But here's the thing –



Keep it clean, no roughness or gouging.



This new backstage arena is the nicest of the lot.

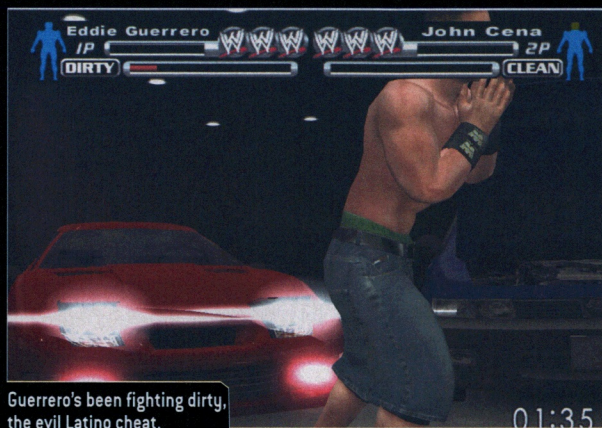
it's never going to be quite as much fun wrestling online as it is racing or shooting. Don't get us wrong. Everything's smooth and responsive, but unless you can see the man whose character you're pummeling into the ground, you can't crow over your victory quite as much as you like.

For the unconnected, 60 single-player challenges are listed in the Shopzone. These work in a *Tony Hawk's*-style manner, keeping track of what you've done in the solo game; stuff like break two tables in one match, pull off ten reversals in one match and get two opponents to submit in a tag match, that kind of thing. Handy to have, but no massive innovation.

In fact, the only thing we can think of that's missing is a gauge showing how much pressing is needed to get out of a pin hold. If your man's on the



Eddie's low-rider car makes an appearance in the game.



Guerrero's been fighting dirty, the evil Latino cheat.

floor and the ref starts counting, the only advice you get is to 'press a button' to escape – some visual explanation of how much we need to press would be nice.

Aside from that, everything you might ever want from a wrestling game is here, only – and here's our chief concern – a lot of it was also present in last year's *Here Comes the Pain*. The chance to play 'clean' in return for more powerful moves is a nice addition, the presentation is better, the music is licensed and visually there's a slight improvement – but there are no really essential changes to make this year's WWE game stand out from the last.

The winning formula that made 2003's *Here Comes the Pain* such a great game still shines, though, with the tweaks, updated look and additional mini games making *SmackDown! Vs Raw* essential for wrestling fans after a tweaked-to-perfection WWE experience.

/ JOFF BROWN

PSW VERDICT	
UPPERS	DOWNERS
➤ Incredible characters	➤ Few big changes
➤ Brilliant in multiplayer	➤ Few new match types
➤ Nice new mini games	➤ Brock's gone!
GRAPHICS	Great characters, much improved crowd
SOUNDS	Decent commentary and wrestler voices
GAMEPLAY	As simple and enjoyable as ever
More of a polish than a reworking, it enhances the franchise via a series of stealth tweaks. Retains all the power of last year's game.	
9	

These things are called 'women'. They can be useful.





Challenge Everything™

GLOBAL

Breaking news from the world of PlayStation2.

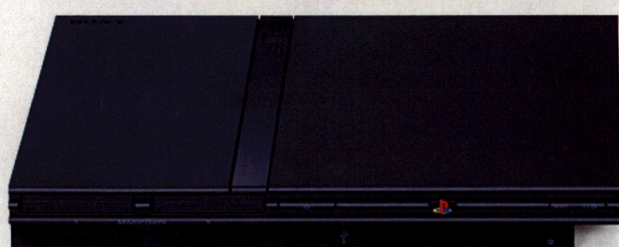
GLOBAL THIS MONTH...



CALL OF DUTY

16

WORLD EXCLUSIVE!
WE'RE FIRST AGAIN
WITH THE BIGGEST
PS2 NEWS!



HONEY, I SHRUNK THE PLAYSTATION2!

Sony reveals redesigned miniature PlayStation2 in time for the Christmas stampede.

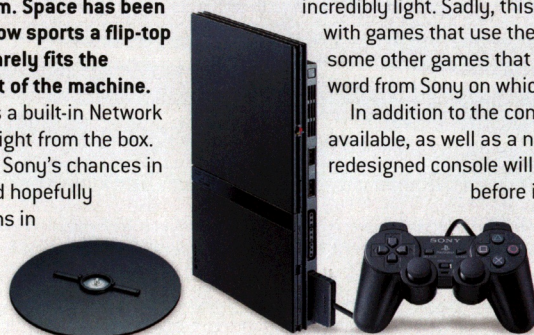
The new PlayStation2 is here and it's tiny. Updating the now five-year old design, the new PlayStation2 is only half the weight and one quarter the size of the current model – the new PS2 measuring just 2.8cm thick, compared to the current model's 7.8cm. Space has been saved wherever possible and the machine now sports a flip-top design rather than a sliding disc tray, and barely fits the joypad and memory card ports onto the front of the machine.

Interestingly, the machine also now boasts a built-in Network Adaptor, meaning that it's online enabled straight from the box. Creating a level playing field is certain to help Sony's chances in the online battle against Xbox Live and should hopefully encourage developers to include online options in many more of their future titles.

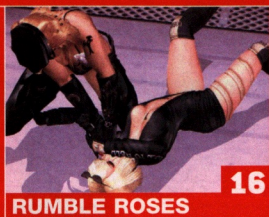
Aside from the obvious reduction in size, the new machine is also significantly quieter, thanks to the power now being

provided by an outside transformer. This means hardly any cooling is required, so the machine is all but silent. The removal of the HDD expansion port also means that it feels far more solid and robust, despite being incredibly light. Sadly, this does mean that the machine is not compatible with games that use the HDD, most obviously *Final Fantasy XI*. There are some other games that are incompatible, but so far there's no official word from Sony on which titles are affected.

In addition to the console, there will also be a new vertical stand available, as well as a new Multi-Tap to fit the newly designed ports. The redesigned console will launch in the UK on November 1st, two days before its Japanese launch, but there is currently no reduction in price to go with the massive reduction in size. The new machine is expected to retail for the same price as the current machine – £104.99.

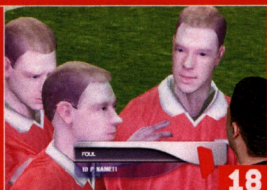


PSW SAYS
SEE PAGE 20



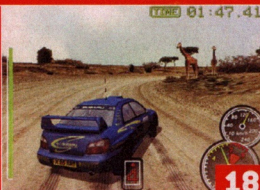
RUMBLE ROSES

16



TIF 2005

18



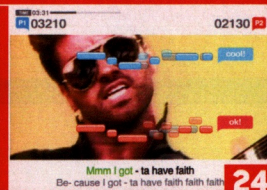
SEGA RALLY 2005

18



TIMESPLITTERS FP

24



SINGSTAR PARTY

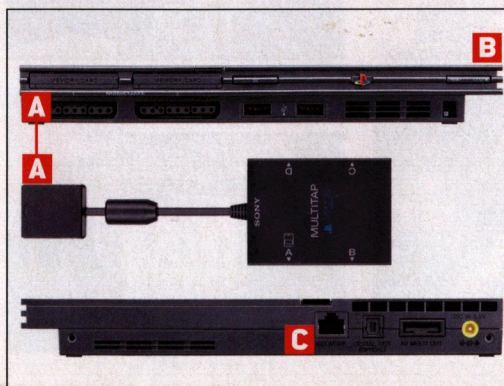
24

TALE OF THE TAPE

How the old and the new PS2s measure up.



The new PlayStation2 is barely any bigger than a DVD box, at 23cm wide, 15cm deep and less than 3cm high. So small in fact, that the disc tray has had to go, replaced by a flip-top design. Reports suggest that the machine actually feels sturdier though, and also runs much more quietly.



A) The controller and memory card ports are now closer together, requiring a new Multi-Tap. B) The old disc tray is now a flip-top mechanism. C) The Network Adaptor.

GTA DELAYED!

Only for a week, mind. But there's still mass panic at *GTA: San Andreas*' seven-day delay.

Rockstar shook the world this month by announcing that *Grand Theft Auto: San Andreas* will reach the shelves a week later than previously announced.

The final release date is now the 29th October instead of the 22nd. For any other game, this would be trivial, but because this is the world's most eagerly awaited title it's a bit of a slap in the face for devoted fans.

Rockstar have issued no reason for the delay, but it's widely believed to be a marketing-related issue, rather than anything to do with finishing off the game itself. Of course, if fans really want to get their hands on a new *GTA* game a week early, they can always buy the Game Boy Advance version, which hasn't slipped from the original date. Daaah! Bah! Humbug!



Monster trucks are a new addition to the *GTA* series.



If you lose your licence, you can always get on your bike.

ACID ATTACK!



Metal Gear Acid shows the power of PSP.

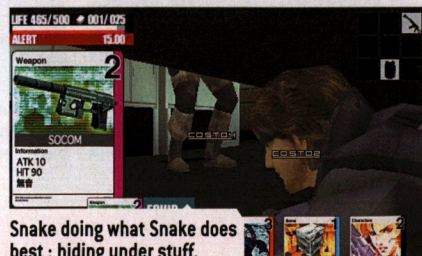
With news that *Gran Turismo 4* PSP will be identical to the PlayStation2 version, these gorgeous new screens of the PSP's *Metal Gear Acid* demonstrate the considerable graphical prowess of Sony's handheld beast. Not that we ever doubted it, mind.

These shots show Snake being able to call on other characters to aid him on his sneaking mission, as well as showing off some of the gadgets and gizmos he'll have available. There's also a glance at some enemies including one chap who looks rather like Raiden from *Metal Gear Solid 2*. Hmm...

Sneak is sharing screen time with *Onimusha* and *Killzone*, both of which have been confirmed for the PSP. *Metal Gear Acid* is set to launch alongside the machine in March next year. Best start saving all those spare coppers now, eh? The handheld gaming revolution is just around the corner.



PSP is all set to deliver some truly amazing graphics.



Sneak doing what Snake does best: hiding under stuff.

LADY LOVE

Fresh sex poppets revealed in wrestling slutfest, *Rumble Rose*.

Saucy turns to filthy in the world of *Rumble Rose* with the unveiling of new fighters. The ladies in question are: Evil Rose – a red leather, PVC and rubber clad dominatrix; Bloody Shadow – a barely-clothed ninja chick; Anesthesia – a hot and sexy nurse and Aisha – a semi naked hip-hop honey.

Shades of WWE *SmackDown! Vs Raw* are definitely present with the violent look of the ladies on offer. There's a definite flavour of Bra and Panties to what's going down here, and given the trend for Japanese developers to do the 'kinky' thing, we imagine a few spankings are only the beginning of the digital perversions on offer. Look forward to a sweaty-palmed release this November. And remember, it's a completely legitimate sport. Honest.



She doesn't look that scary, but she's a lioness in the ring.



She doesn't look that scary, but she's a lioness in the ring.

MONKEY BUSINESS

More legendary monkey balancing with *Super Monkey Ball Deluxe*.

Sega's acclaimed GameCube title is set to launch on PS2 in an enhanced form. Featuring 300 levels (114 from *Super Monkey Ball*, 140 from *Super Monkey Ball 2* and 46 new levels), *Super Monkey Ball Deluxe* will be the most complete version of the game ever released.

Along with all those levels, there will be a new Story mode and all twelve mini-games from the original two titles will be included. It's two and a half games for £30 and two and half excellent games at that. Expect to see it early 2005. Our fingers are already itching at the mere thought of playing this.

PS2 SAYS
SEE PAGE 20



Monkey Football! Monkey. Football. Moonkey Football!!



One of the world's finest puzzle games, on PS2 at last.

Advance, or get shot in the back by one of your own.



TANK ATTACK

Vehicle-based combat reinforces the WWII action of *Call of Duty: Finest Hour*.

Activision's *Medal of Honor*-beater is set to be the most explosive WWII shooter yet this November, with around a third of the single-player missions set within a tank.

And in keeping with the series' emphasis on historical realism, all the missions will be part of readily identifiable real-life WWII battles. In one mission you storm a Russian airfield that's held by the Nazis as part of their supply route to Stalingrad. Moving along a fairly non-linear path to destroy a set amount of planes, you can

also pop your head out of the top to gun down bazooka-toting enemies that the slow-turning tank misses. A roadblock then forces you to get out on foot and make it past a series of well-manned guard towers.

It's truly explosive stuff, bolstered by the character-driven story that tells of the British, American and Russian campaigns from the perspectives of six soldiers. Vehicle driving was sorely missed from this issue's otherwise excellent *Killzone*, and it looks like *Call of Duty: Finest Hour* will plug the gap nicely.



You could say they're flying from their nest.



You'll need the help of the Allies, so stick close to them.



Certain sections force you to leave your tank.



Nice to see buildings and objects are destructible



The Football Association,
London

PSW

14th October, 2004

Dear Trevor Brooking,

I am writing to you in order to apply for the (soon-to-be) vacant job as the manager of England national football team. Please find my full CV listed below:

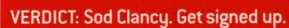
- One league title with Liverpool FC (LMA Manager 2005)
- One Champions League title with Arsenal FC (Total Club Manager 2005)
- One FA Cup final appearance with Man City FC (Premier Manager 03/04)

Best regards,



Mark Sorrell, Investigator

SITUATIONS VACANT



GLOBAL UPDATE

Bringing you up to speed on the big PS2 games.

KEY



New sounds



It's in the can



Out in America



Out in Japan



Trouble ahead



Extreme violence



Out on time



Release date slip



Play online



AKA



Straight to retail



Exclusive to PS2

METAL GEAR SOLID 3: SNAKE EATER



Jungle survival game to end all jungle survival games *Metal Gear Solid 3* has finally been given a Japanese release date. Hideo Kojima's latest masterpiece will arrive on Japanese shelves on December 16th, later than originally predicted. Which means that the US release date may be slightly earlier, possibly in November. Which means it'll be out here in... March 2005! Okay, so that's just a gloomy guess. Let's hope Konami can sort it out by Christmas over here too.

PREDATOR: CONCRETE JUNGLE



Looks like *Predator: Concrete Jungle*, the title that takes puts you in a Predator's shoes from 1930 to 2030 on a quest to track down human criminals, has done a bit of time travel of its own. The game will now appear in early 2005 rather than late 2004 as previously predicted. Sounds like the Predator's just as hard to hunt down in real life.

FINAL FANTASY XI



After long years of waiting, UK gamers will finally be able to get their hands on *Final Fantasy XI* and play it online. It's being published by Ubisoft rather than Sony, and you'll be logging on to the US servers rather than Brit ones – as if you care. We'll also be receiving the two add-on packs that have since been released [*Chains of Promathia* and *Rise of the Zilart*], which is great news.

JUICED



Since troubled publisher Acclaim bit the dust last month, top-looking mod racer *Juiced* (rated 8/10 in PSW 59) has been in big trouble. Rumour has it that it'll be picked up by Ubisoft and released prior to Christmas, but due to legal wrangling, we wouldn't be surprised if it comes out under a different name altogether. As ever, we'll keep you informed on all the latest, heh, *juicy* details. Sorry, we just couldn't resist that one.

PRINCE OF PERSIA WARRIOR WITHIN



Prince of Persia's sequel has been judged too moody to go around being called *Prince of Persia 2*. So the bods at Ubisoft have decided that from now on it'll be called *Prince of Persia Warrior Within* – a title that apparently alludes to Prince's new vicious streak and improved combat abilities. (We recommended *Prince of Persia 2: Prince of Persia*, but they didn't go for it. Some people!) Monica Bellucci's been doing voice over work for the new title to, so expect some silky audio from the Italian actress. No, she's not playing the Prince. That would just be stupid.



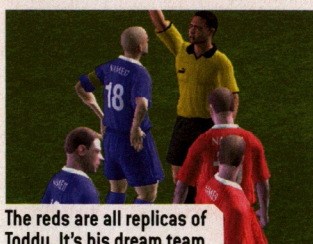
GET YOUR GAME FACE ON!

This is Football 2005 to include new EyeToy face-mapping feature!

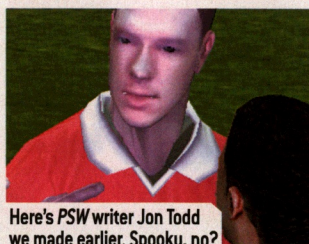
This is Football 2005 is to feature full EyeToy compatibility, allowing you to map the faces of friends and family into the game, and to then pit your nearest and dearest against the greatest footballing sides in the world.

In addition to this, developer London Studios has confirmed that it is to expand the Online mode from last year's edition by introducing rolling tournaments. As before, up to eight players will be able to take part in any given match.

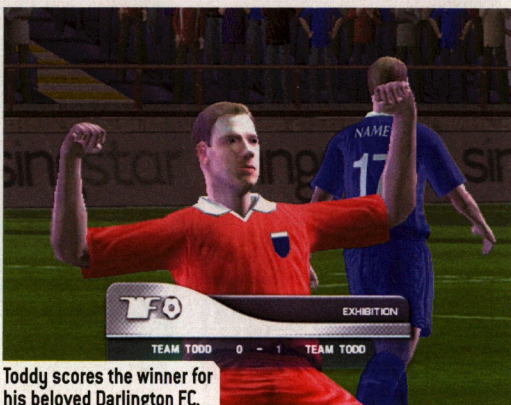
We're pleased to report that the artificial intelligence has been significantly improved for the 2005 version. As a result, international teams now play a brand a football closely relating to the national stereotype. For example, the Italians are technical and defensively-minded, while the Brazilians practice a free-flowing, attacking style. Improved animations should also help to keep the whole thing ticking over nicely. We'll bring you the definitive verdict next month.



The reds are all replicas of Toddy. It's his dream team.



Here's PSW writer Jon Todd we made earlier. Spooky, no?



Toddy scores the winner for his beloved Darlington FC.

SEGA'S MCRAE BEATER?

Sega Rally 2005 is coming to PS2!

Sega is bringing its seminal arcade rally series exclusively to PS2 early next year.

Sega Rally 2005 will offer brand new randomly generated courses, plus a mix of cars and tracks from both classic arcade prequels. Gameplay is firmly in the arcade camp with massive power-slides and insane speeds being highlights of the game. Could *Colin McRae* finally be knocked of his perch? *Sega Rally 2005* is due out in March.



Ah, the memories. Mostly of grotty seaside arcades.

The greatest range of motorsports
in one game - now on **PS2**.



Supercar



4x4



Open Wheel



Truck



Supertruck



Vintage



GT



V8



Formula Ford



Hotrod



Stock Car



DTM



Ice Racing



Convertible



Rally

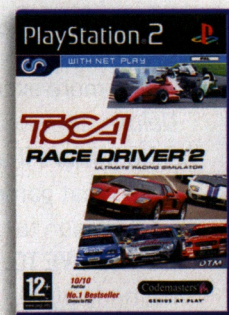
out **NOW**



TBCA
RACE DRIVER 2
ULTIMATE RACING SIMULATOR

www.codemasters.co.uk/racedriver2

Battle your way through **31 Championships**, across **50 race tracks**, in **15 different racing series**. Hit the grid packed with **21 offline** and **8 online contenders**. When the competition is this personal, you'll find out just how "real" the race can get.



PlayStation 2



POWERED BY
gameSpy

9/10 **PSW**

Codemasters
GENIUS AT PLAY

PSW SAYS

I CALL HIM MINI-ME!

Aww! Innit lovely! It's Sony's new design for the PlayStation2 – about **the size of a baby bunny and eight times as cute**. Hello, wee little PS2! Can the ickle wickle PS2 play big grown-up games? It can? And does the bubsy wubsy chubsy PS2 have a network adaptor built in? It does? And is the itsy bitsy midget PS2 going to *transform the online gaming market* all on its ownsome? It is! What's that? The baby PS2 wants us to quit patronising it and stop acting like **slack-jawed twats**? Huh. Some kids. They don't know they're born...

GET * CENSORED * THE * CENSORED *

Get On Da Mic, the comically named rap Karaoke game, is *aiming squarely at the urban market*. It's aiming but it's missing. They're trying to offer a hip-hop lifestyle but they're unwilling to see any swearing. Well ***swearing is a part of hip-hop lyrics***. You can't just cut out some of the words 'cos you don't like the sound of them. It's half-arsed at best and certainly shows absolutely no understanding of the people that the game is aimed at. If you want to make kiddie games, go produce *Barbie Gets A Make-Over* or something. This is for adults.

REALLY SUPER MONKEY BALL

We're more excited about *Super Monkey Ball Deluxe* than we are about the invention of the robot kitten. That's pretty excited, believe us. It's a truly great game and one of the best, if not the best reason to buy a GameCube. **EXCEPT NOW YOU DON'T HAVE TO**. Now it's on PlayStation2. Is it just us, or do all the good games end up on PlayStation2? No, it isn't just us – it's true. And *Super Monkey Ball Deluxe* is just about as good as it gets. Shame to see that little purple GameCube disappear into oblivion, but, really, they ***SHOULD HAVE JUST MADE IT BETTER***, shouldn't they?



X-Files star David Duchovny plays Area 51's hero Ethan.



Marilyn Manson's the perfect choice to play Edgar the alien.

MARILYN MANSON IS AN ALIEN: OFFICIAL

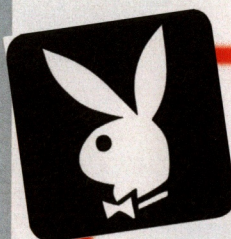
X-Files star and shock-rocker take to the microphone to provide voices for Area 51.

Midway's forthcoming shooter, *Area 51*, is set to receive an injection of Hollywood glamour with voice acting from David Duchovny and Marilyn Manson. Duchovny will be voicing the game's star Ethan Cole, while Manson will be lending his talents to Edgar, the 'grey' alien. Powers Boothe, star of US show *Deadwood*, rounds up the cast.

Aside from a brace of stars, the game will feature extensive online

multiplayer options, with 16 players able to play at once. Modes will include straight deathmatch, team deathmatch, capture the flag, and an interesting-sounding humans Vs alien mutant team deathmatch.

Single-player mode sounds equally tasty too. Plot details continue to emerge, with Ethan set to discover a huge alien colony beneath the infected government facility, along the way to uncovering the truth behind



BECOME A PSW PLAYBOY BUNNY!

Is your girlfriend a babe? Prove it and win a PS2 and some Playboy goodies!

We've snuggled up with Ubisoft to give one lucky couple the chance to win a PS2, a copy of their upcoming pin 'em up *Playboy: The Mansion*, and a mound of Playboy-themed stuff. All you have to do is snap your missus doing her best Playboy bunny impression, and send it in to us via post or email.

Next issue we'll print the contenders, and you'll get to vote

for your chosen favourite. In the issue after that, we'll give the winner full honours and award them the console, the game and Playboy-branded products like blingin' pillows, lights, rucksack, handbag, wallet and mugs.

Send entries to 'I told her it was for FHM' to the usual PSW address. Alternatively you can email photos to PSW@fxmi.com. All entrants must be over 18, please.



Can you say 'genetically engineered alien soldier?'



White, skinny and scary. Just like Marilyn Manson himself.



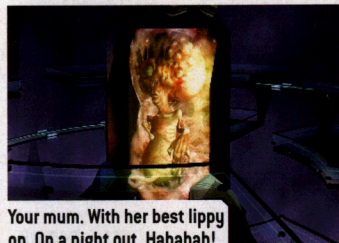
Either he's singing 'My Way', or our hero is totally screwed.



Area 51. If you need more reason to look forward to this quirky, individual shooter, all you need to know is that it's being made by Pandemic Studios, the people behind the superlative *Star Wars Battlefront*, reviewed this very issue on p84. *Area 51* will be beaming down next March.



It's based on the famous Nevada alien storage base.



Your mum. With her best lippy on. On a night out. Hahahah!



A sinister facility, eh? Never seen that in games before...



Fire bad! Even for aliens, fire bad! Run, tiny aliens, run!



THINGS YOU DIDN'T KNOW ABOUT...

GRAN TURISMO 4



1 Creator Kazunori Yamauchi owns a 2004 Ford GT – a 200mph supercar capable of 0-60 in only 3.5 seconds.

The game will feature 80 car manufacturers, and cars from as early as 1886 all the way up to the latest 2005 models.

There will be more than 50 tracks in the finished game, both real and **3** imagined, covering every continent bar Antarctica.

The longest track will be the famous Nurburgring, which measures a **4** staggering 13 miles and contains no less than 176 turns.

The real-life tracks have been recreated so accurately, the makers **5** are claiming they will be no more than 1.5 cm out at any point on the track.

6 Players using the official Logitech wheel will find that it automatically adjusts its rotation to match the actual lock-to-lock rotation of the car they are driving.

7 The winner of the SEMA 2004 car show has had their car digitised and put into GT4.



8 As part of the brochure for the Toyota Prius, US customers were sent a demo of *Gran Turismo 4*.

9 The PSP version of the game will be called *Gran Turismo 4 Mini* and will boast wireless LAN play. Tell your mates. Now.

10 The game will allow you to print lovely photo quality images to any USB printer in just five minutes. Buy one now, in preparation.



UPGRADE

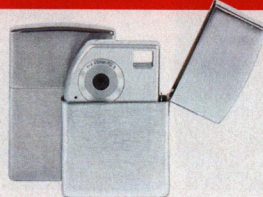
Mod cons for the gaming man.



▲ BABY SNAPS

It's the world's smallest digital camera to be equipped with 7.2 megapixels and a Carl Zeiss zoom lens. In theory that means sharper pics. In reality it means that even those drunken snaps of your mate's spotty arse you took in Falariki should look professional.

■ **Cyber-shot DSC-P150** – £270
■ www.sony.co.uk



▲ SPY GAME

What looks like a Zippo lighter turns out to be a mini camera with built-in infrared for saucy night-time pics. You filthy things.

■ **JB1** – £49.99
■ www.digitaldreamco.com

▼ SEAT OF POWER

A hundred quid might seem a bit much for a steering wheel. But this is the Optimus Prime of controllers, that changes from a full driver's seat into a convenient flat-packed case at the slightest hint of the missus returning early from the shops.

■ **Race Pac** – £99.99
■ www.radicauk.com



▼ PIC AND MIX

An MP3 player, digicam and radio all in one. The sound quality and picture quality might not be the sharpest around, but the more pricey model comes with 512MB of storage space.

■ **iFP-1095** – £235
■ www.iriver.com



▲ PHONE-OMENAL

This packs a helluva lot more into a phone than you might think is possible, including up to one hour of video recording per clip. It's fairly weighty and quite chubby though, which should suit those unfortunates with sausage fingers.

■ **6630 Smartphone** – £320
■ www.nokia.co.uk





NOW ON

PlayStation 2

CAPCOM

DEVIL MAY CRY 3

PlayStation 2

HITTING THE STREETS THIS OCTOBER

* PlayStation 2 VERSION INCLUDES BONUS DEVIL MAY CRY™ CHARACTERS DANTE + TRISH

Straight from the mid-70s to rock your face right off.



Not sure about the tache, but everything else is great.



Pick up random objects with this wrist-mounted device.



Projectors! Because we need them in games?

THE FUTURE IS PERFECT

TimeSplitters Future Perfect's still in the running for Best New Shooter.

These new shots of *TimeSplitters Future Perfect* show it's ready to compete with rivals *GoldenEye* and *Killzone*, thanks to some innovative new gameplay features.

The original *TimeSplitters* alternated between the past and the future from level to level, but this time your time-travel will take place *during* levels. When attacked you'll sometimes be transported back into the past to an earlier section of the story to fight the same character. Confusing, but innovative. It really needs to be played to be fully comprehended.

Developers Free Radical are also proud of their Co-op mode, which lets you play through the story with a mate. Online play is the other big highlight, allowing 16 players to go head to head in their own home-made levels, which can be swapped online. Gameplay will be substantially enhanced by the use of a new weapon that allows you to move objects and people around – much like in *Second Sight*. *TimeSplitters Future Perfect* arrives early next year – or is that early last year? We're going to have a short lie down and think about it.



More taches? Will they never learn?

GOLDEN JOYSTICK: YOU VOTE!

Have your say on the games that count!

The Oscars of the gaming world, the prestigious Golden Joystick awards, are back this year with a bang. Take part in the voting and you could win a ton of free games!

With the backing of all the biggest publishers around, these are the awards that matter. This year marks the 22nd anniversary of the awards – not bad for an industry that's barely 30 years old.

By voting, not only do you get to help decide the eventual winners, but you also get the chance to win a year's supply of free games from GameStation. Register your vote at: www.goldenjoystick.com

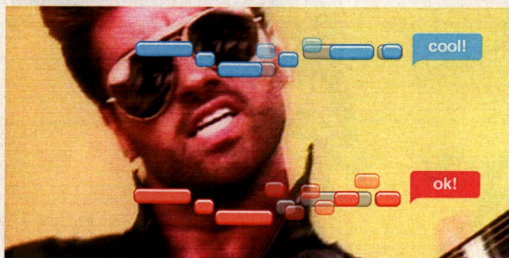
You don't have to be a Rasta to sing along with Bob.



No wo- man no- - cry
No wo- man no cry

George makes a return to SingStar with this belter.

02130 P2



Mmm I got - ta have faith
Be- cause I got - ta have faith faith faith

PARTY WITH THE POLICE

Post-pub Karaoke gets competitive with *SingStar Party*.

Following the success of the original, Sony has announced *SingStar Party*, a new Karaoke game. This time round the focus is on duets; every song in the game offers the possibility of singing with a partner. Even when you sing alone, the second part will play, letting you sing along with Kiki Dee, or Elton John if you prefer.

The EyeToy is also much more tightly integrated this

time, with pictures of the players appearing on the new high score tables, and new effects for player videos.

Thirty new tracks have been announced and alongside the original, bring the total up to 60 songs. New artists include Maroon 5, Scissor Sisters, Duran Duran, The Police and Franz Ferdinand. The game will be available both as a standalone disc and in a bundle with two USB mics when it's released next month.

THE TOP 10

What you've been flashing the cash on.

1	Burnout 3: Takedown	10/10
Straight in at the top and deservedly so.		
2	Conflict: Vietnam	6/10
We didn't like it much, but you clearly prefer it to <i>Shellshock</i> .		
3	Shellshock: Nam '67	8/10
With a rival Vietnam game on top, was Eidos right to delay it?		
4	Second Sight	8/10
Word of mouth could see this little gem climb higher.		
5	Spider-Man 2	8/10
Last month's number one is still doing good business.		
6	Driv3r	7/10
Well, it's got staying power, you've got to give it that.		
7	Athens 2004	8/10
Don't expect to see it much longer now the Olympics are over.		
8	America's 10 Most Wanted	Not reviewed
Whoever's buying this should probably be on that list too.		
9	Shrek 2	6/10
Expect a re-entry once the DVD hits the shelves at Xmas.		
10	Headhunter: Redemption	5/10
A disappointing low place for an equally disappointing game.		

TOP SLOT



Burnout 3: Takedown
We like to think we played our part, but it's all down to the brilliant game.

BOTTOM FEEDER

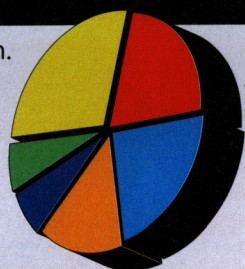


Headhunter: Redemption
Well it looks okay, but the gameplay is deeply flawed. A meagre 5/10.

THE MONTH IN A PIE

Game protagonists by profession.

Soldier	22%
Sportsman	22%
Fighter	15%
Race Driver	7%
Criminal	7%
Others	27%



PSW TOP FIVE

Sugar-coated, teeth-rotting treats.

1	Fruit Salad
A hydrochloric ping of tropical mouth-colours so formidably bright you can see them through the wrapper.	
2	Cola Bottle
The humble cola bottle has forgotten more about tasting good than most other sweets. Still, we never can resist...	
3	Shrimps
Consider this before you crave the pinkish foam: shrimps are renowned in ocean circles for their ungodly toilet habits.	
4	Giant Strawberries
An XXXL two-bite chew, the kind tight-fisted boyfriends forbid their girlfriends from considering at pick 'n' mix counters.	
5	Gobstoppers
Afforded the full run of available mush-space, the gobstopper floods your senses in a great gush of spittle.	



THREE MONTH PLANNER

All the tasty stuff coming your way.

OCTOBER

Backyard Wrestling 2: There Goes The Neighborhood	Eidos
Club Football 2005	Codemasters
Crash 'n' Burn	Eidos
Dance Dance Revolution Fusion	Konami
Def Jam Fight For NY	EA
Driven to Destruction	Atari
FIFA Football 2005	EA
Ford Racing 3	Empire
Future Tactics: The Uprising	JoWood
Get On Da Mic	Eidos
Grand Theft Auto: San Andreas	Rockstar
Knight Rider 2: The Game	Davilex
Leisure Suit Larry: Magna Cum Laude	Vivendi
LMA Manager 2005	Codemasters
London Racer Underground	Davilex
Midway Arcade Treasures 2	Midway
NBA Ballers	Midway
NBA Live 2005	EA
Obscure	Ubisoft
Powerdrome	Ubisoft
Premier Manager 2004/2005	Zoo Digital
Pro Evolution Soccer 4	Konami
Rocky Legends	Ubisoft
Scaler	Take 2
SEGA SuperStars	Sega
Shark Tale	Activision
Sly 2: Band of Thieves	Sony
Teenage Mutant Ninja Turtles 2	Konami
The Dukes of Hazzard: Return of the General Lee	Ubisoft
This is Football 2005	Sony
Total Club Manager 2005	EA
TY the Tasmanian Tiger 2 Bush Rescue	EA
Under The Skin	Capcom
Worms Forts: Under Siege	Sega
X-Men: Legends	Activision

NOVEMBER

ATV Offroad Fury 3	Sony
Call of Duty: Finest Hour	Activision
Crimson Tears	Capcom
EyeToy: Play 2	Sony
FlatOut	Empire
Ghost Recon 2	Ubisoft
Godzilla: Save the Earth	Atari
Killzone	Sony
King of Fighters 2000/2001	Ignition
Lemony Snicket's A Series of Unfortunate Events	Activision
Megaman X Command Mission	Capcom
Miami Vice	Davilex
Mortal Kombat: Deception	Midway
Need For Speed Underground 2	EA
Neighbours From Hell	JoWood
Outlaw Golf 2	Take 2
Playboy: The Mansion	Ubisoft
Pool Shark 2	Zoo Digital
Prince of Persia Warrior Within	Ubisoft
Ratchet & Clank 3	Sony
Red Ninja: End of Honor	Vivendi
Rumble Roses	Konami
Shadow Hearts: Covenant	Midway
SingStar Party	Sony
Spyro: A Hero's Tail	Vivendi
The Getaway Black Monday	Sony
The Incredibles	THQ
The Lord of the Rings: The Third Age	EA
The Polar Express	THQ
The Urban Sims	EA
Tony Hawk's Underground 2: World Destruction Tour	Activision
WRC 4	Sony
WWE SmackDown! Vs Raw	THQ

DECEMBER

Fight Club	Vivendi
GoldenEye: Rogue Agent	EA
Jak III	Sony
Gran Turismo 4	Sony
Predator: Concrete Jungle	Vivendi
Starsky & Hutch 2	Empire
The Chronicles of Riddick: Escape From Butcher Bay	Vivendi

PSW PICKS



GTA: San Andreas
Huge maps, 90s gangsta chic and BMXs make this an essential game.



Ghost Recon 2
Different to the Xbox game and all the better for it. We're can't wait to sign up for active duty.



Prince of Persia Warrior Within
It's a darker and harsher hero for this superb-looking sequel.



The Getaway Black Monday
Looking better than the first, but will you care when San Andreas is out?



GoldenEye: Rogue Agent
The odd Bond-less Bond game just keeps getting better.

SOME GHOSTS ARE FROM THE AFTERLIFE.
SOME SEND YOU THERE.



North Korea, 2011. You lead the Ghosts, the most cutting-edge ground force in the world. Your orders: disable a rogue Korean military faction before it triggers full-scale nuclear Armageddon.

Welcome to the war of tomorrow, soldier. Just try to make it out alive.

www.ghostrecon.com



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CALL IN LASER-GUIDED AIR STRIKES.

TOM CLANCY'S

GHOST RECON 2

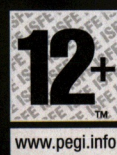
NOVEMBER 2004



PlayStation®2



XBOX LIVE



UBISOFT™

SCREENTEST

The latest screenshots and all the info on the biggest PlayStation2 games.



Blade lookalike Raven is one of the toughest fighters.

PUBLISHER: SONY DEVELOPER: NAMCO OUT: FEBRUARY PLAYERS: 1-2 ONLINE: NO

TEKKEN 5

The series that defines the term 'serious pain' is strapping on its knuckledusters again.

Did you really think Heihachi was dead after watching the trailer on PSW 57's DVD? Nah, didn't think so. Neither did we. As it turns out, the Mishima dojo has been good enough to organise a fifth King of Iron Fist Tournament, which brings together fighters from around the world, each with their own dubious motives.

So it's business as usual in the convoluted Tekken storyline then. In terms of gameplay, though, there are changes afoot that suggest the excellent *Virtua Fighter 4* has been the main source of inspiration. Although some arenas do keep scrolling (unlike *Virtua Fighter 4*'s strictly boxed-in locations), they're all on level ground; the uneven terrain in *Tekken 4* tended to give too much of an advantage to the player on lower ground as it provided an easy opportunity to juggle their opponent in mid-air. The wall-push is also removed, but in general you'll now see environments being a lot more interactive, such as Heihachi's burning mansion that

collapses around you every time someone is thrown into a wall.

Namco hasn't revealed all of the 30 characters yet, but there are at least four new fighters on the roster: Jack-5 is the latest robot and again relies on brute strength; Asuka Kazama uses traditional martial arts; Feng Wei is a specialist in Chinese Kenpo, whatever that means, and main villain Raven practises Ninjutsu.

With spin-off game *Death By Degrees* also due next year, 2005 could finally be Tekken's year on PlayStation2.



Only 17 seconds left and it's still too close to call.



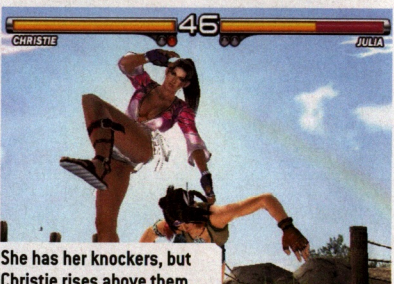
The flat ground makes contests more even.



The two ladies go head-to-head. Or foot-to-hand.



The backdrops look so much more detailed.



She has her knockers, but Christie rises above them.



NEED TO KNOW

■ There'll be references to Nina Williams' solo outing in *Death By Degrees*.

■ A script for the Tekken movie has the more unrealistic characters removed.

■ The US Tekken 5 arcade machine has PS2 controller ports for gamers to plug-in.



There's nothing subtle about Jack-5's fighting technique.

CONTENDERS, READY!

Jin Vs Hwoarang. Only one winner...



Hwoarang lands the first blow with a kick that connects despite Jin's best attempt to duck out of the way. That's for calling him a 'ginger' in the last tournament.



These two are actually deadly rivals in the game. The blows keep raining in as Hwoarang's Tae Kwon Do skills get the measure of Jin's more defensive karate moves.



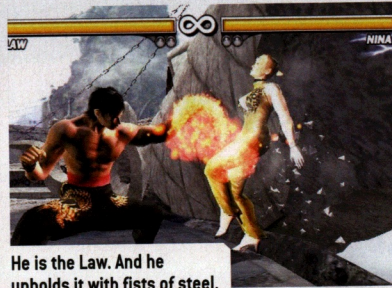
Jin's devil gene goes into overdrive and he strikes back, drawing blood just before Hwoarang can land yet another boot to the face. Amazingly, his shades are still intact.



It's all over. Hwoarang's massive feet have pounded Jin into submission. He ends the contest with a swift roundhouse to the head. Now to confront his parents, Kazuya and Jun.



The character models haven't really changed that much.



He is the Law. And he upholds it with fists of steel.



That's one kick we wouldn't want to be on the end of.



These two are arch-rivals. You'd never guess, would you?



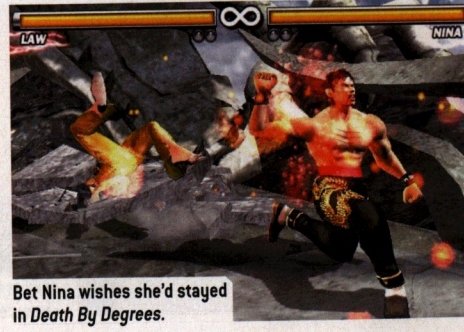
What do you expect? He's got a bloody massive sword.



That hairdo is enough to put anyone off their game.



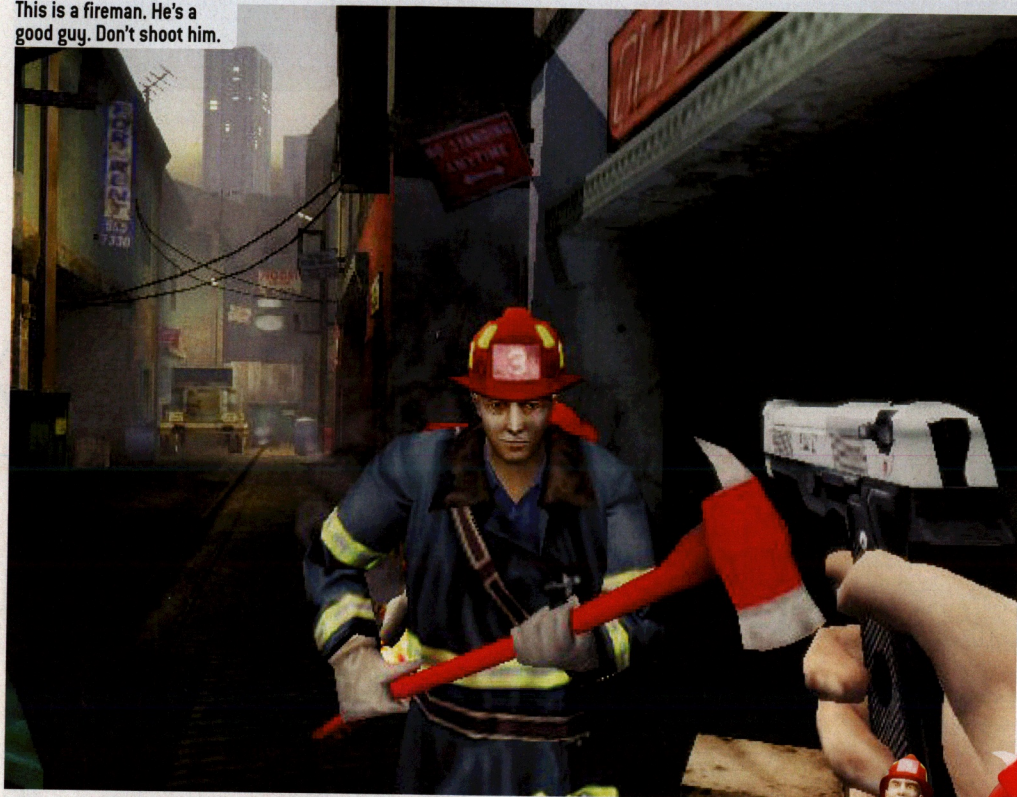
Marduk has bulked out, but it isn't doing him much good.



Bet Nina wishes she'd stayed in *Death By Degrees*.

SCREENTEST

This is a fireman. He's a good guy. Don't shoot him.



PUBLISHER: SCI DEVELOPER: ARGONAUT OUT: MARCH PLAYERS: 1-8 ONLINE: YES

ROLL CALL

Guns, gangs and explosions in NYC. Take control of the emergency services and sort it out in 24 hours... or die!

Poor old Nick Mason. Minutes after returning from gruelling military service to his swanky New York apartment, he's put in charge of a 'Counter Gang Division' and asked to save his 'hood. Gang culture has reached epic levels, most of the city is in flames and the emergency services are having a hard time spraying the flames and dodging bullets at the same time.

Taking the form of a first-person shooter, *Roll Call* gives you complete control of New York's fire department, paramedics and police service via the tap of a button. It's a bit like being the mayor, but with the added bonus of owning a sawn-off shot gun and a licence to kill. Spot a house being looted by a gang and you can shoot

them, call the medics in and tell the fire department to get their asses moving via your *Socom* headset. Better still, you can team up with seven other people online and bring down each gang with your eager emergency service teams.

Each area of the city forms a level which has to be cleaned up, while set tasks such as saving babies, killing gang-leaders and freeing hostages helps form a series of individual challenges. It looks like the developers have been busy watching films like *Backdraft* and *Escape From New York* as part of their research. If *Roll Call* gives us a decent take on either of these flicks then it should be an interesting, and possibly huge, sleeper hit. Here's hoping.



He's a looter. Best shoot first and then ask questions later.



Arrive late and watch innocents pay the price.



The gangs use hidden explosives, so take care.



Petrol stations are prime targets, so guard them well.



Hide behind your riot shield in the face of armed looters.



Oi! Stop pointing that bloody gun at the good guys!



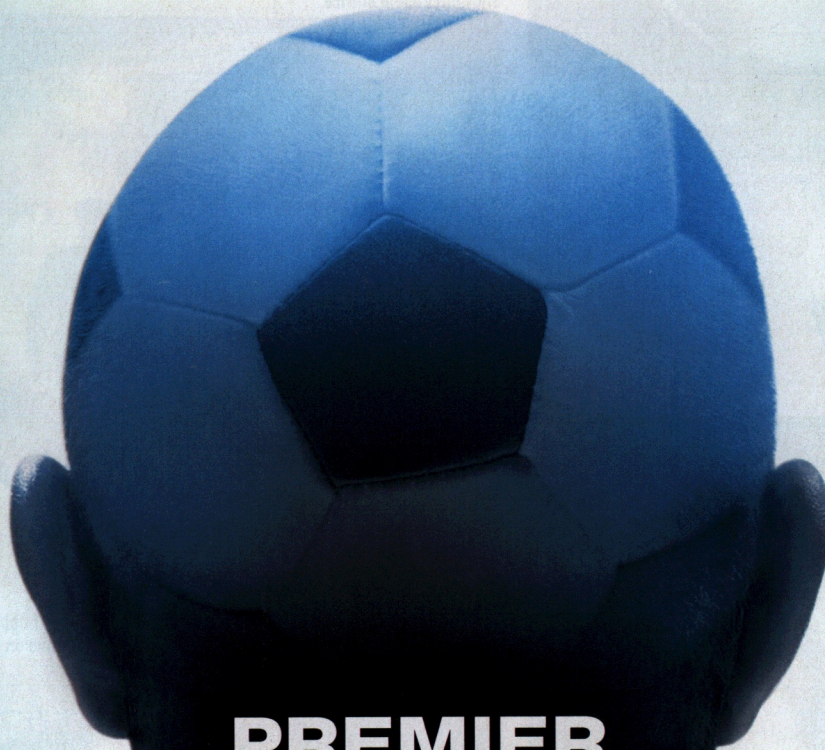
NEED TO KNOW

- The only other game based on firemen is the dull *Firefighter FD.18*.
- You get to use realistic riot gear, including shields and tear gas. Yay.
- If you fail to rescue hostages, you'll see them burn to death. Nice.



The fires are out and the first gang are dead. Nice job.

THINK YOU CAN MANAGE?



PREMIER MANAGER 2004 - 2005



OUT OCTOBER 29/2004

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PlayStation®2

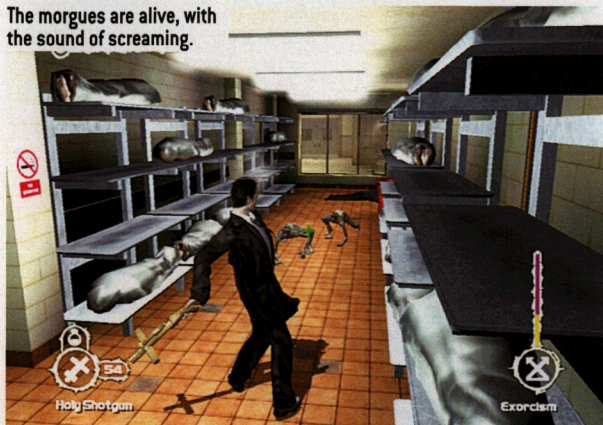
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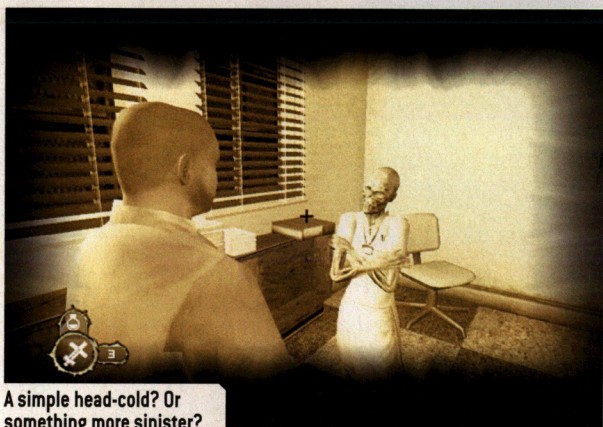
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The morgues are alive, with the sound of screaming.



A quick blast from the Holy Shotgun should suffice.



Eat God-sponsored, lead-flavoured death, scum face.



Here's hoping Keanu can improve on his Matrix turn.



PUBLISHER: SCI DEVELOPER: BITS CORP OUT: FEBRUARY PLAYERS: 1 ONLINE: NO

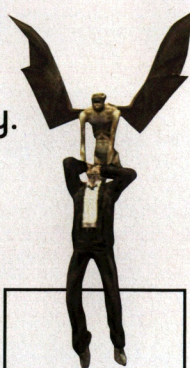
CONSTANTINE

It's hell out there. No really. Join Keanu Reeves as he attempts to restore harmony.

Based on the *Hellblazer* graphic novels, *Constantine* has other-worldly detective John Constantine (played in both the movie and the game by Keanu Reeves) pondering a routine suicide case in the company of a sceptical, hard-bitten female cop. Naturally, what at first appears to be 'just another case' soon unravels into a tangle of inter-dimensional horseplay. What else did you expect?

With production still underway, developer Bits Corp is unable to reveal too much by way of solid gameplay details for fear of spoiler fluid leaking onto the internet. This much we can tell you: a) *Constantine* will take the form of an over-the-shoulder action adventure, with Reeves battling all manner of growling hell-things; and b) the basic idea is to switch between hell and the real world in a bid to solve puzzles using spells and snazzy demon detecting specs which help identify monsters disguised as humans.

While Reeves is doubtlessly hoping that the movie repeats the world-storming success of the *Matrix* trilogy, we're praying the game amounts to a little more than its PlayStation2 counterpart; spare us, if you please, a repeat of the dazzlingly disappointing *Enter the Matrix*. Thankfully the early signs are promising, pointing to a film tie-in in which story and action are happy bedfellows, not arch enemies. Expect to see *Constantine* arrive at the beginning of next year, alongside the eagerly anticipated film.



NEED TO KNOW

■ Reeve's casting shocked fanboys – Constantine is British and blonde.

■ Game locations include a hospital, an L.A. freeway, Hell and a police block.

■ Out of ammo? Use your arsenal of spells instead. See panel for more.

A simple head-cold? Or something more sinister?

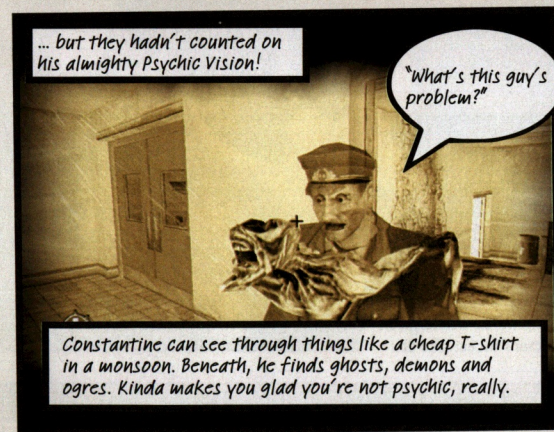


Just another day for the world's finest psychic cop.

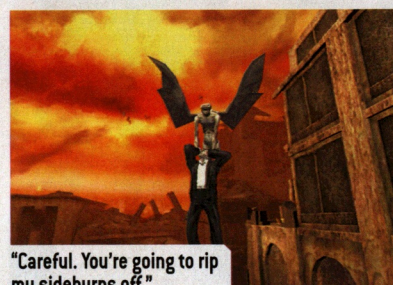


Time to dig out the Dragon's Breath flame-thrower.

A beginner's guide to John Constantine's supernatural powers.



Use the Storm Crow attack as an absolute last resort.



"Careful. You're going to rip my sideburns off."



Keanu in hell. That's like, so totally bogus. Dude.



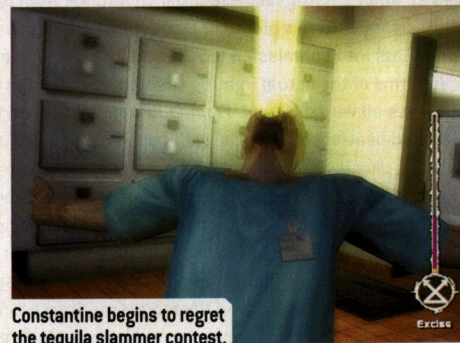
The original comic was set in Liverpool of all places.



The switch from L.A. to Hell is seamless. Oddly enough.

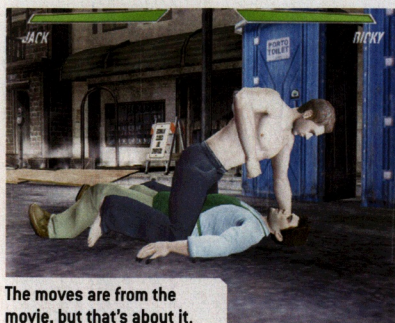


Do they have angels in Hell? Clearly they do.



Constantine begins to regret the tequila slammer contest.

SCREENTEST



The moves are from the movie, but that's about it.



Expect *Fight Club* to be equally as brutal as the film.

An X-ray cam comes into play for the roughest moves.



PUBLISHER: VIVENDI DEVELOPER: GENUINE GAMES OUT: OCTOBER PLAYERS: 1-2 ONLINE: NO

FIGHT CLUB

The first rule of *Fight Club* is: you do not make stupid gags about the first rule of *Fight Club* any more.

Fight Club is, without a shadow of a doubt, one of PSW's favourite movies, combining as it does intense physical violence with massive amounts of self-loathing. *Fight Club* the game, while based on the same movie licence [they've got the same font and everything], is totally different. Sure, you get to play as Jack and Tyler Durden, as well as other slightly less essential characters from David Fincher's 1999 classic. There's plenty of blood flying around as you batter your opponents into submission too. But that's where the similarities end.

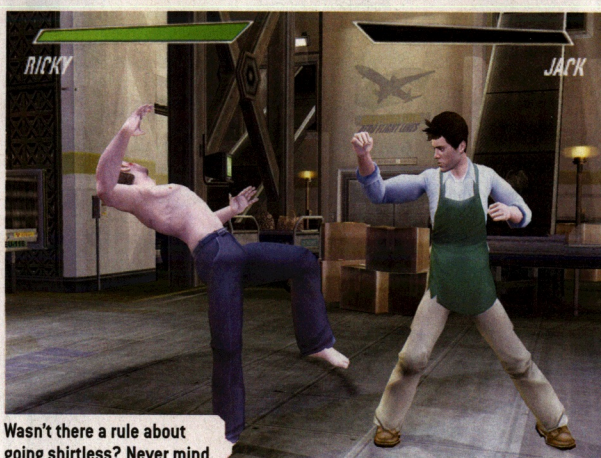
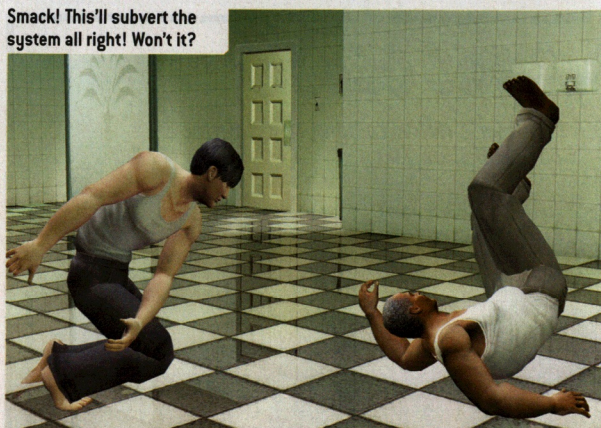
In terms of the actual fighting – which wasn't really the point of the film – it's all very different. *Fight Club* seems destined to follow the standard beat 'em up formula, with two punch buttons and two kick buttons, plus high and low blocking and the chance for a grapple when characters are stunned. At least the settings are appropriately dark and 'street', including an airfield, a car lot and of course the immortal basement itself. And to be fair, we did see a crotch kick and an almighty painful headbutt within the first few minutes of play. Expect *Fight Club* to be one of the more, erm, 'interesting' results of film-to-game cultural crossover you're likely to see this year.



NEED TO KNOW

- Three frames from a porn film were inserted into the original movie.
- Players can 'tap out' to stop a match rather than get beaten unconscious.
- *Fight Club* is the only game to date in which you can play as Meat Loaf. Fact.

Smack! This'll subvert the system all right! Won't it?



Wasn't there a rule about going shirtless? Never mind.



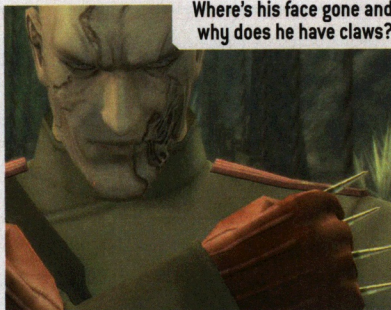
The pain will be writ large on characters' faces. Like so.



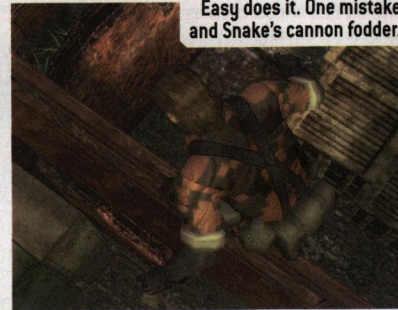
Kick him while he's down if you want to be in the club.



Silence the soldier's radio before you're discovered.



Where's his face gone and why does he have claws?



Easy does it. One mistake and Snake's cannon fodder.

PUBLISHER: KONAMI DEVELOPER: KONAMI OUT: FEBRUARY PLAYERS: 1 ONLINE: YES

METAL GEAR SOLID 3: SNAKE EATER

A horde of new adversaries lie in wait for Snake. Can he still be king of the jungle?

Out in the US in a matter of weeks, *MGS 3* won't hit UK stores until February 2005 at the earliest. This hasn't dampened the expectations of team PSW though – in fact these new screens have ramped up our anticipation levels even further. Still, they do present more questions than answers, with *MGS 3* creator Hideo Kojima intent on maintaining silence until the game debuts.

It's now clear that crocs and killer bees are the least of Snake's worries thanks to a slew of new enemies. There's a Wolverine-style freak with metal claws and a hideously scarred face. There's a mysterious Russian military commander with a red beret and a pistol-totting babe who has a choice of Snake-style attire or a spooky metallic body suit. Creepy. There's also a faint glimmer of respite in the form of an angelic blond girl who will inevitably develop a personal relationship with Snake, James Bond-style.

The range of Snake's abilities have increased too. Rather than simply holding up guards, Snake can now kick enemies to the floor and hold a weapon to their head. Slightly more impressive is his ability to climb trees, tip-toe across tree branches and stealth his way along strips of metal so thin, even Sam Fisher would be jealous.

Expect an in-depth *MGS 3* update in the next issue of PSW along with brand new footage on the DVD.



NEED TO KNOW

- If you've got shares in Konami, they'll give you a free copy of the game.
- A playable *MGS 3* demo was stolen from E3 and has not yet been recovered.
- A special *MGS 3* box set will come with an extra DVD, book and figurine.



If there's one place you don't want a bullet it's there.



Use the vines to climb the trunk and hide at the top.



The evil Russian commander looks rock hard. Fear him.



Your monocled friend isn't equipped for the jungle.

Monkey Bars has you climbing as a robotic monkey.

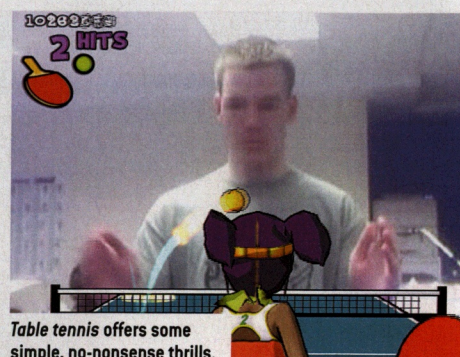
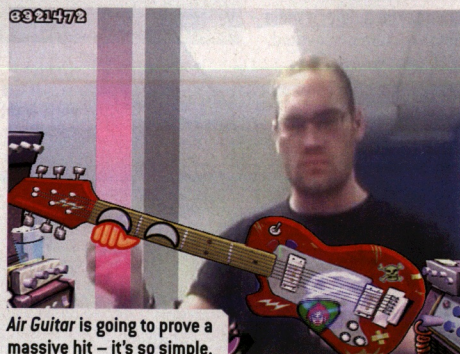


Table tennis offers some simple, no-nonsense thrills.



Air Guitar is going to prove a massive hit – it's so simple.

PUBLISHER: SONY DEVELOPER: SONY OUT: NOVEMBER PLAYERS: 1-4 ONLINE: NO

EYETOY: PLAY 2

Sony's party favourite returns with a multitude of new games to wave your arms and hands about with.

The game that changed the way we play games is back with twelve all-new mini-games. We say 'all-new', but at least one classic challenge from the first *EyeToy: Play* is here again, in the form of *Kung2*. But mostly the action's fresh, with a whole slew of games from *Air Guitar* (wicked) to *Bubble Popping* (okay). Our favourite is *Mr Chef*, which has you working as a short-order cook, pulling items together to make food orders and then competing against a sweaty chef to chop food the fastest.

As well as the usual mini-games, there's a couple of more experimental extras in *EyeToy: Play 2*. You can use it to create your face in 3D, simply by taking a picture of yourself facing to the front and side. Once you've saved your mugshot onto a memory card the possibilities to play as yourself in other games are endless. Meanwhile, *SpyToy* turns your EyeToy into a static motion-sensing spycam that records any movement it sees.

Now that our initial EyeToy euphoria has faded a bit, we're not going to be as blown away as we used to be. But there's no doubt that it'll be another dose of fun for all the family this Christmas.

NEED TO KNOW

- The first *EyeToy: Play* game sold over a million copies worldwide.
- New mini-games use the EyeToy's mic, meaning you have to make noises to play.
- One game is based on colour sensing and needs fruit to play. Mental.



New bosses help to freshen up *Kung2*. Watch Nutter go!



Making a 3D face is simple. But we need more games for it.



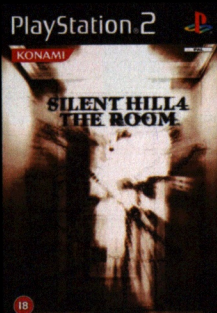
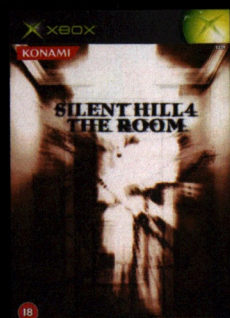
Joff's giant head gets a bashing. What's so funny?



Mr Chef's a frantic food maker with a strict time limit.

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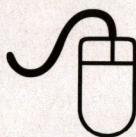
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ISSUE 56: First reviews of *Splinter Cell: Pandora Tomorrow* and *Animusha 3*. Massive *Driv3r* hands on plus new *Metal Gear Solid 3* camo secrets revealed!

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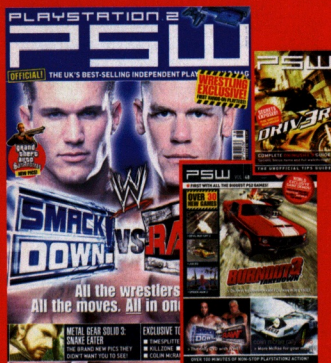
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ISSUE 59: The world's first review of Burnout 3: Takedown! Exclusive GTA: San Andreas pics and details, plus Need for Speed Underground 2 on DVD.



ISSUE 60: First UK play of GoldenEye: Rogue Agent. Does it live up to expectations? Plus exclusive DVD footage of The Getaway: Black Monday and GTA: San Andreas.

PREVIEWS

All the info on the games we're playing now.

PROJECT: SNOWBLIND

Open your eyes to this little-known gem that could become the most talked about game of next year. Don't believe us? Just you wait. You'll see.

GAME DETAILS

PUBLISHER: EIDOS
DEVELOPER: CRYSTAL DYNAMICS
OUT: FEBRUARY
PLAYERS: 1-16
ONLINE: YES



You probably won't remember *Deus Ex*. It turned up on PS2 two years ago on the back of strong reviews from PC nerds but failed to make any serious dent in the charts. Its legacy is far greater though. Starting life as a sequel to *Deus Ex*, the recently renamed *Project: Snowblind* bears many of the same traits: a dystopian future world, a protagonist with bio-enhancements and an art style pinched from classic cyber-punk films such as *Blade Runner*.

Fortunately, that's where the similarities end. While *Deus Ex*'s obsession with freedom of choice left the player with little idea of what they were supposed to be doing, *Project: Snowblind* knows which side its bread is buttered on. You're given more abilities and weapons than one person

could feasibly carry, guided down a rigidly linear path and forced to shoot an insane number of enemies.

LAST MAN STANDING

The opening mission cleverly determines how easy this will be. Fighting alongside



His mate is dead and it looks like he's next.

you is a set number of team-mates. Those left standing at the end is the squad you take into the next level, and so on until it's whittled down to just you. Faceless grunts they may be, but a few missions in you'll end up wanting to buy them all pints down the local like they're your bezzie mates.

If you do end up on your lonesome prematurely then you can always rely on one of the 24 fantastic weapons you're issued with, each of which has a secondary fire option. There are the usual favourites, like the carbine assault rifle that launches grenades and the shotgun that fires a sticky bomb. There are unique ones such as the flechette that sends a horde of drones after fleeing enemies who might then shoot their comrades in panic. And there are bizarre ones such as the Kicker →

PROJECT: SNOWBLIND FACT!

SEQUEL SCRAPPED

Snowblind began life as *Deus Ex: Clan Wars* and was to be primarily an online multiplayer game.

CAUGHT BY THE FUZZ

'Snowblind' refers to white noise experienced when you are hit by an EMP (Electro Magnetic Pulse).

NO SHIT

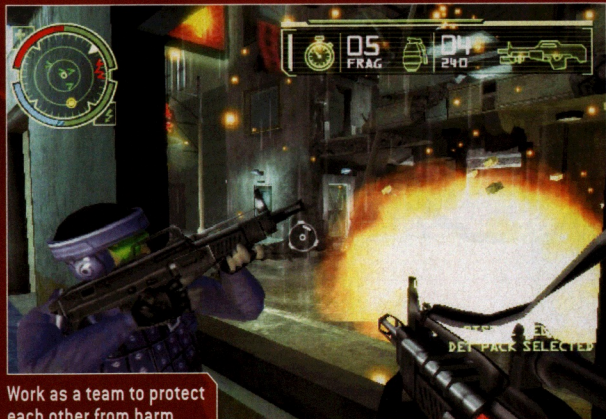
The single-player game consists of 11 missions and 16 maps, including a sewer, a temple and jungles.

REIGN SUPREME

Deathmatch, Capture the Flag and 'Hunter' are the confirmed multiplayer game types so far.



Set up traps that shock any nearby enemies.



Work as a team to protect each other from harm.



The two in the background look like they've lost it.



Use the 'kicker' gun to pull away an enemy's weapon.



Blast him while he's occupied with the drones.



Enter any building to find one of many mounted guns.



Drones can cause enemies to panic and shoot wildly.

Good job they haven't spotted the explosive barrel.



That explosive crate might come in useful here.



WEAPONS DETAIL

Even the grenades do more than just simply explode.



RIOT CAPSULE

Throw one of these directly in front of you to put up a transparent shield. It buys you a bit of time until enemies eventually shoot through it.

EMP GRENADE

Will short-circuit a combat bot, but if you get caught in the blast then you lose your powers and can't see how much health or ammo you have left.

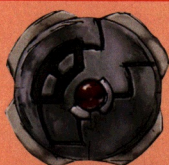


SPIDER BOMB

Spawns a smaller arachnid that chases after enemies and shocks them. Not powerful enough to kill, but you can clean up while they're stunned.

CLOAKED MINE

Lay a trail of these invisible bombs, attract the attention of a group of enemies, hide somewhere safe and watch the sparks (and bodies) fly.



that repulses or attracts nearby metal object, allowing you to wrench an enemy's weapon out of his hands, or send metal crates crashing into stuff.

ARACHNOPHOBIA

Items are equally as ingenious. The Riot Wall is a portable shield that can be set up anywhere, with a small hole in the middle to shoot through. The Spider Bot is a walking grenade that detonates near enemies to stun them. It's also possible to combine weapons with items: one gun shoots out mines that shock nearby enemies – attach some of these to a Spider Bot and you've got a mobile shocker weapon.

The development team hasn't revealed

how upgrading your bio-enhancements will work, but from what we've seen so far there will be scope to be as creative with your implants as you are with your weapons. One lets you turn invisible for a short time provided that you don't fire any weapons. Another lets you see through walls, though it's impossible to tell if the people on the other side are friend or foe. And there's the obligatory use of bullet-time too, allowing you to pluck live grenades out of mid-air, toss them back at enemies and speed time back up again so they explode before you're shot. How cool does that sound?

CLASS ACT

There'll be even more room to experiment in the four-player split-screen and online multiplayer modes. According to the developer, the emphasis will be on the multiplayer rather than the single-player



The others think they're safe, but little do they know.

There's little room to move, making combat intense.



Use the kicker gun to remove his cover.



Try throwing a riot capsule to protect your mate.



game. Each of the five player classes has its own unique weapon, so Berserkers get the flechette, Agents get the rail laser that can shoot through walls, Snipers get a sniper rifle... you get the idea. Nice touches include being able to change class at any time during play (at the risk of being shot while you're fiddling around at the option screen), and teaming up with another player to pilot a vehicle that requires both a driver and a gunner.

Project: Snowblind isn't the most original first-person shooter we've played this year. Its near-future, war-torn environments borrow heavily from *Killzone*, and the linear level progression could prove repetitive. That said, the weapons and abilities make it a joy to play. Levels are basically designed to let you be as creative as you like when it comes to killing. Taken on its own terms, *Project: Snowblind* is shaping up to be one pure adrenaline-rush of a game.

/ JONATHAN TODD

PSW

OPINION

The way the levels are set up like a playground for your weapons and powers reminds us of *Second Sight* and *Psi-Ops*. That's no bad thing either. This should be a huge hit.

SUPER TROOPERS

Project: Snowblind looks like a real eye-opener.



This shows your health and bio energy, plus the position of enemies and fellow troops.

The setting is Hong Kong, 2065, so expect plenty of cyber-punk urban wastelands.

Missions are split into full-on, all-out 'total war' and sneaky 'infiltration' types.

Once the flechette drones finish with one enemy, they'll move on to another.

Enemies are a mixture of *Killzone*-style super soldiers and standard combat bots.

Reloading



Lay down suppressing fire while he reloads.

It's difficult to tell if they're robot or human.



You have an impressive gun but it's no match for a tank.



Your squad keeps him busy so you can sneak up on him.



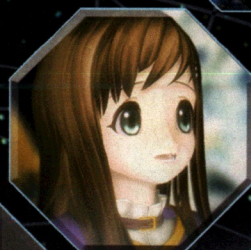
Enemies are intelligent to seek out cover.

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YOU AREN'T QUITE THAT FAST.

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THE PEACEFUL WORLD
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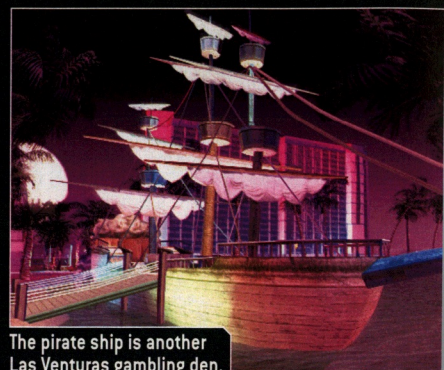


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Running away from the scene of the crime? Surely not...



Don't even think of calling his mum a crack-hoe.



The pirate ship is another Las Venturas gambling den.

Las Venturas shimmers in a haze of neon glory.



Who needs a pimp mobile when you've got a BMX?



GRAND THEFT AUTO: SAN ANDREAS

The final chapter of the *San Andreas* story is unveiled right here. Want to gamble, form a posse or start a gang war? You've come to the right state.

GAME DETAILS

PUBLISHER: ROCKSTAR GAMES
DEVELOPER: ROCKSTAR NORTH
OUT: OCTOBER
PLAYERS: 1
ONLINE: NO

So, it's finished. The game that spans cities, deserts, forests, towns, wilderness, farms and beaches. The game that lets you shoot, burgle, fight, fly, swim and most of all drive across an entire state – it's complete. If you thought you knew everything about *San Andreas* by now, prepare to be surprised.

Essentially, the rumours were all true. You can take over other gangs' territories by murdering rival gang members in their areas, then taking on wave after wave of other member as they rush to defend their 'hood. It was surprising – but gratifying – to see that every gangsta rushing at you looked different; a far cry from the

monotonous uniforms of the *Vice City* mobs. But gang warfare works both ways. While you're off living the life of the high-roller in Las Venturas, don't be surprised to find your own turf invaded by rival heavies.

A bit of fancy coding from Rockstar means that the buildings of Las Venturas – *San Andreas*' gambling capital – shimmer with flashing neon signs, putting *Vice City*'s infamous beach strip to shame. And more importantly, the rumours were true: you can gamble all your money away. Play the slot machines for a quick buzz. Or try your hand at craps. Or blackjack. Or even on a 'wheel of fortune', for the cheesily inclined. But if you're really looking to bet it

all, then roulette's your only real choice. Your maximum bet will go up the more you spend, so you can win or lose millions.

If *PSW* doesn't appear on the shelves next month, it'll be because we've utterly lost ourselves in the world of *San Andreas*.

/ JOFF BROWN

PSW

OPINION

There's an unbelievable amount to see and do in *San Andreas*. As long as you enjoy the core missions as much as the endless sideline pursuits, this is all set to be the defining PS2 game of 2004.

GTA: SAN ANDREAS FACT!

CHUG IT DOWN

When you eat in a fast food joint, you'll be offered a glass of 'Sprunk' to drink. Yum.

WE ARE NET AMUSED

Visit fearitdoit.com and cluckin-bellhappychicken.com for more GTA-based hilarity.

DON'T BE A VICTIM

One of the more swanky clothing stores we saw was called 'Victim' – a minimalist boutique selling suits.

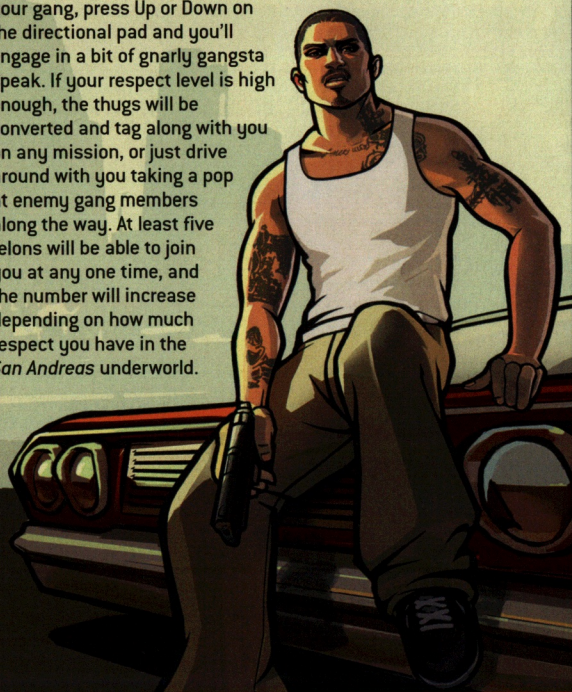
SPLICE ME MAINBRACE!

The pirate show in Las Venturas is called 'Pirates of Men's Pants'. A bit childish, but we laughed.

POSSE GALORE!

You're not alone in the world of *GTA*. Get the boys together for a spot of ruthless drive-by slaughter.

To recruit shady-looking fellas to your gang, press Up or Down on the directional pad and you'll engage in a bit of gnarly gangsta speak. If your respect level is high enough, the thugs will be converted and tag along with you on any mission, or just drive around with you taking a pop at enemy gang members along the way. At least five felons will be able to join you at any one time, and the number will increase depending on how much respect you have in the *San Andreas* underworld.



Steal a bike and get your knee down round corners.



It's a bit like Hollywood, only more violent.

All fear the fat man with a hankie on his head.



In San Fierro the Yakuza are damn near everywhere.

Rims the size of massive dinner plates. MASSIVE.



A spoiler so large it has its own postcode.



There's still plenty of hardcore racing involved.



MIDNIGHT CLUB 3: DUB EDITION

It's time to lose your Vectra, bag yourself an Escalade and prepare for the flashest, wildest and pimpest racer on PlayStation2.

GAME DETAILS

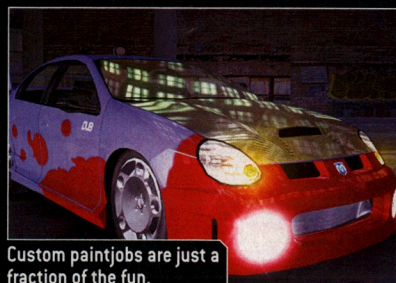
PUBLISHER: ROCKSTAR
DEVELOPER: ROCKSTAR
OUT: NOVEMBER
PLAYERS: 1-8
ONLINE: YES



We have moderate tastes; all we want is a crystal white Hummer H2 with 28" diamond studded wheels, six or seven plasma screens and enough bass to disrupt the Earth's gravitational field.

Since we don't have the million, billion pounds required to make our automotive dreams come true, we're happy to indulge ourselves with *Midnight Club 3: Dub Edition*, the latest open-city racer from Rockstar, complete with all manner of obscenely pimp car customisation options.

The modding is quite unique, offering a



Custom paintjobs are just a fraction of the fun.

different take from *NFS Underground* and *Juiced*. In *Midnight Club 3*, US hip-hop culture is the main influence, so expect to see huge SUVs with wheels the size of your house and low-riders lower than George Dubya's IQ, rather than *Max Power*-style Ford Fiesta fiddling and topless scrubbers at the Southend summer cruise.

DRIVING OBSESSION

Although you'll still see the modders' usual Japanese favourites, all this is definitely offering up a whole new angle on the modding scene. The fact that there are a limited number of garage slots available is a nice touch. Instead of just collecting all the cars, as many games might have you do, you're limited to a smaller selection, making you choose only the cars you really want and giving you a genuine sense of ownership. There are also bikes to drive, which are just as customisable as the cars, albeit more dangerous to drive. This time round they have nitro, same as the cars

and have benefitted from a much-needed handling revamp.

As in the previous *Midnight Club* games, races are checkpoint based, leaving you to choose your own route from point to point through traffic, taking in as many ludicrous and unlikely shortcuts as possible. Expect to find yourself crashing through windows and jumping over whole buildings in pursuit of the finish line. Although the routes are initially confusing, the free nature of the racing soon starts to pay off, making *Midnight Club 3* a major contender in the custom racing scene.

/ MARK SORRELL

PSW

OPINION

A funny, sweet, deep-throated, fat girl of a game. Immense fun, the best customisation options on offer and thrilling. Just not that pretty. If this looked like *Burnout 3*, we'd have died.

MIDNIGHT CLUB 3: DUB EDITION

FACT!

SELECTION BOX

The finished game will include more than 60 cars and bikes for you to pimp up and smash into stuff.

BILL GATES' BIKE

The featured Hotmatch custom bikes can cost over \$200,000 – the same price as two Harleys!

BILL GATES' RIMS

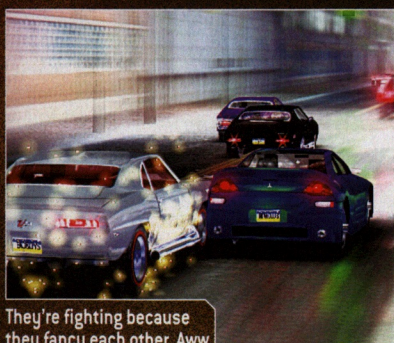
The most expensive alloy wheels in the world cost just under \$750,000 for a set of five. Phew!

HISTORY LESSON

Three cities will feature in the game: Detroit, Atlanta and San Diego. Very different they are too.



These beasts can cost \$250,000. That's loads.



They're fighting because they fancy each other. Aww.



The finest in US brute force argue their way down the road.

PREVIEWS

It's not all jungles y'know. One day this were all fields.



Your team is a close-knit group of killing experts.



The rope bridge looks like a dangerous place to be.



You'll have to fight your way through cities and forests.



Graphically, *Ghost Recon 2* is in a different league.



GHOST RECON 2

The Ghosts have been given a new lease of life with this much improved and PS2-specific sequel.

GAME DETAILS

PUBLISHER: UBISOFT
DEVELOPER: UBISOFT
OUT: NOVEMBER
PLAYERS: 1-16
ONLINE: YES



Compared to other Clancy games on PS2, *Ghost Recon* has had a raw deal thanks to dodgy Xbox ports and shoddy graphics. Not any more. This new and improved sequel features a different story to the Xbox version and has had a huge visual makeover. In short, it's a completely separate game and a bit of a looker.

The quality hits you immediately. The lush, diverse scenery is more intelligently laid out, with players able to hide safely in the best cover positions. That said, run-and-gun tactics only ever end with a bullet between the eyes, so you need to move your troops around intelligently. Whenever you're in a firefight a new filter effect drains the colour, giving battles a stylised *Saving Private Ryan* feel.

Your three squad-mates are also more adaptable now. The best man for a job is always automatically selected, but they're all capable of, say, healing a team-mate on a basic level. Flanking manoeuvres and decoys, in which you send one man down

one flank while the rest of you pile down the other, are performed with the minimum of fuss too.

The pick so far though is a multiplayer game called Cat and Mouse, in which one player is hunted down by up to 15 others with only his multi-purpose M29 gun to rely on. This Jack-of-all-trades weapon features a camera that can shoot around corners and above cover, and fires airburst grenades that can be made to detonate at set ranges. You'll also go lone wolf with this weapon in some of the single-player missions too. We like the sound of that.

/ JONATHAN TODD

PSW

OPINION

Improved graphics and more action-packed, but retains the tactical gameplay of old. It's better than previous *Ghost Recon*s and looks like surpassing the *Rainbow Six* games too.



GHOST RECON 2 FACT!

TOMORROW'S WORLD

Ghost Recon 2 is actually a prequel to the Xbox version and is set four years earlier in 2007.

ELITE FORCE

There are seven online multiplayer maps and two online multiplayer game types exclusive to PS2.

LOCK AND LOAD

Kit includes a primary weapon, a secondary weapon, explosives and mission-specific equipment.

GET A MOVE ON

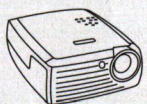
When preparing for a mission, your squad of Ghosts are chosen automatically from a pool of nine.

"Watch it, James.
She is one of the bad guys!"

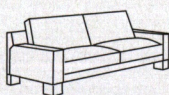


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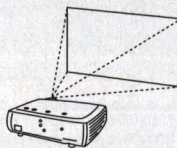
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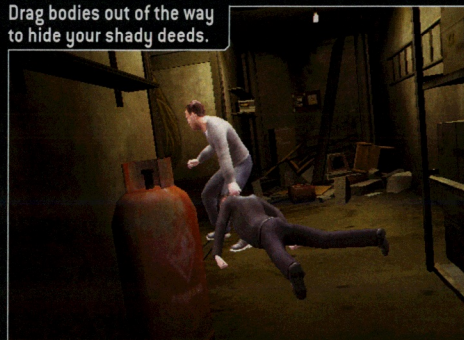
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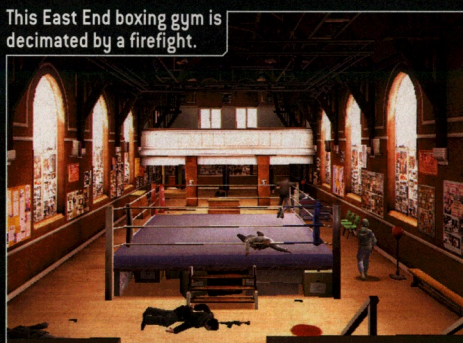


Intense facial expressions add to the atmosphere.

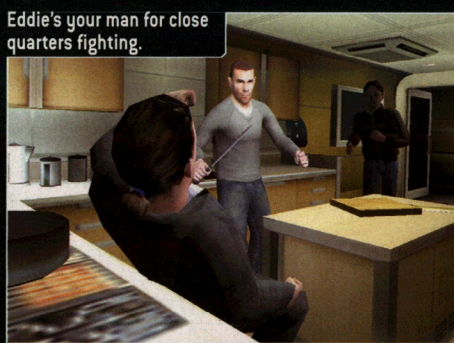
Drag bodies out of the way to hide your shady deeds.



This East End boxing gym is decimated by a fire.



Eddie's your man for close quarters fighting.



The licensed cars will take plenty of damage.



THE GETAWAY BLACK MONDAY

We get a hands-on chance to see whether Sony has really fixed up the sprawling sequel to one of the best-selling action titles ever.

GAME DETAILS

PUBLISHER: SONY
DEVELOPER: SONY
OUT: NOVEMBER
PLAYERS: 1
ONLINE: NO



As the time draws ever nearer to the launch of *The Getaway Black Monday*, the pieces are starting to fall into place. We now know there'll be a total of 100 cars, every one of them licensed, jostling with over 25 models of bikes on the streets of London. Ducattis, Triumphs, classics of every make and colour.

The zest for story-telling hasn't diminished any, with fully motion-captured geezers and gals acting out the tale of 48 hours in the lives of two everyday villains and one everyday bent copper caught in a

web of blackmail, terror and retribution. The actors even spoke their lines with a camera strapped to their heads to capture every expression, and it shows in the accomplished in-game cut-scenes.

OI YOU NUTTER!

And while you're out walking, you'll notice that cars are much more detailed, buildings reflect in puddles and pedestrians don't move quite so much like zombies. They've even gone and painted the Congestion Charge zones on the streets as well –

how's that for attention to detail?

Although London has stayed about the same in terms of square footage, it's become more dense and involved. Think short cuts, back alleys, narrow lanes and back yards. Just like before, you won't be doing a lot of exploring London's posher areas. Instead you'll be ducking and diving around Soho and the East End, from boxing gyms to Tube stations. One level even plunks you on a boat in the River Thames to confront a particularly nasty piece of work. →

THE GETAWAY BLACK MONDAY

FACT!

SAFE AS HOUSES

Every explorable building in *The Getaway Black Monday* is a real-life London location.

BOXING CLEVER

Eddie, the London ex-boxer, is played by a real London ex-boxer. How's that for authenticity?

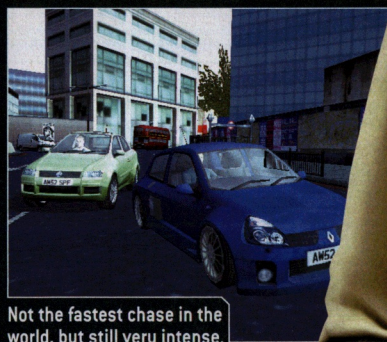
IT'S UP TO YOU

Your moral decisions in the game determine the fates of the three main characters.

SOAP AND WATER

Fans of the original's over-the-top swearing will be heartened to know there's more this time.

Rooftop chases are new
for *Black Monday*.



Not the fastest chase in the
world, but still very intense.



PREVIEWS

All new swanky cop cars have been squeezed in.



THREE'S A CROWD

These are the low-life scum you'll be playing as. What a bunch of bleedin' slimy toe-rags!



MITCH

Back on the force after an enforced absence, it's not clear whether Sergeant Mitchell's an honest copper with a passion for justice, or a despicable thug with a taste for violence. Expect Mitch to use police-issue weaponry to get his own way.

VILLAIN RATING: 4/5



SAM

While most kids were practising for their GCSEs, Sam was nicking mobiles. She's the least violent of the three, but she's able to move quietly and climb to hidden areas the other characters can't get to. Translation: Sam's the stealthy one.

VILLAIN RATING: 2/5



EDDIE

A bruiser caught up in events beyond his control, Eddie's strictly small-time until his boxing trainer is shot up by some criminals in search of retribution. Eddie's the one with the hand-to-hand skills, but he can handle a shooter if need be.

VILLAIN RATING: 3/5

Riding and shooting – that's what we like to see.



Rooftop shootouts are now a common feature.



A couple of East European thugs. Don't mess.



Crucially, a more controllable camera means blasting around the city in a hot-wired car is a lot easier to do. You're a lot less likely to crash into vehicles coming at you from ninety degrees in the middle of a cross-roads, and the bikes are a great way to dodge traffic. London still isn't quite as gridlocked as it is in real life, but it's all the better for racing in. Fighting and exploring shouldn't be quite as painful as last time either, thanks to the new context-sensitive controls which enable our three dubious

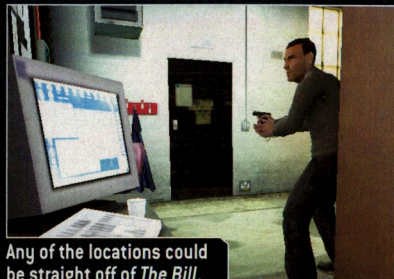
anti-heroes to open doors, run at any pace and sneak around corners with a lot more style and speed.

STREETS OF RAGE

It just goes to show that the team behind *The Getaway Black Monday* have listened to criticisms from gamers regarding all the problems of the ambitious but flawed first game. Although events in the story will still unfold chapter by chapter just like before, the amount of damage you cause will have an effect on the story's ending. If you're careful to spare the needless killing and ease up on the brutality, you'll find that the fate awaiting the characters is markedly different – we won't spoil things by saying any more than that. And this



London's 'Theatreland' is a great place to pick up a fare.



Any of the locations could be straight off of *The Bill*.



We really hope the London Eye is open for business.



Sam's best for sneaking in heavily guarded places.



Eddie doesn't care who he kills in the name of revenge.

time, there's more to do in London than just follow the story anyway. For example, you'll be able to explore the whole of London from the start in a separate free-roaming mode, as well as try out bonus cab missions. You also get to race around the capital in everything from a Smart car to a souped-up pimp wagon. New races are unlocked as you progress in Story mode, meaning there's always something new to try. This is just what we were hoping for, as long as the improved core driving and fighting gameplay lives up to our high expectations. Let's hope that old fans and new players alike will be drawn into *The Getaway Black Monday's* hard-nut world.

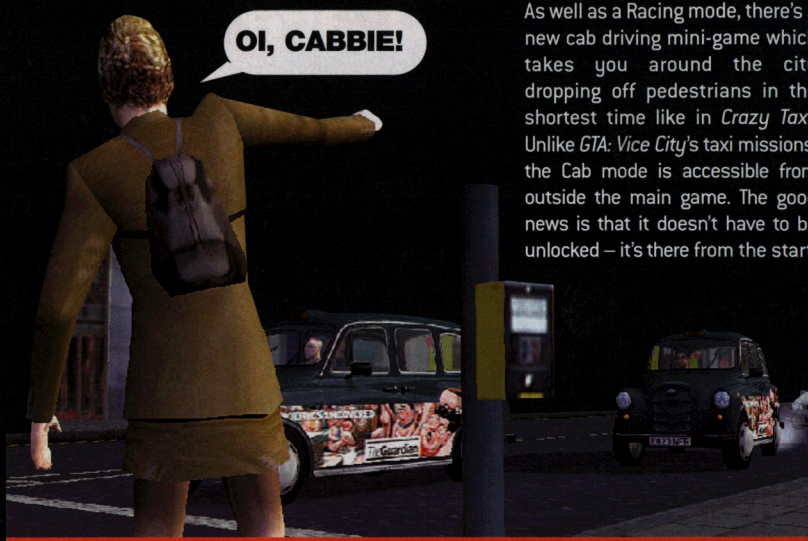
/ JOFF BROWN

PSW OPINION

So, what do we reckon for now? Well, anyone expecting a quantum leap in gameplay is likely to be disappointed, but fans of the original will be well up for this rather more polished effort.

IT'S A FARE COP

Now you can make an honest living in London.



As well as a Racing mode, there's a new cab driving mini-game which takes you around the city dropping off pedestrians in the shortest time like in *Crazy Taxi*. Unlike *GTA: Vice City's* taxi missions, the Cab mode is accessible from outside the main game. The good news is that it doesn't have to be unlocked – it's there from the start.

Those barriers will still shut off the outside world.



Surviving shoot-outs is much easier now.

***Alone, you are mighty.
Together, you are legends.
—Professor Charles Xavier***



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PlayStation 2



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OUT OCTOBER*



IT CAME... FROM THE DISC TRAY!

A recent study claims audiences now find PS2 games scarier than horror films. PSW decided to investigate...

ZOMBIE SLAUGHTER FEST!

RESIDENT EVIL OUTBREAK VERSUS THE MOVIE

	RESIDENT EVIL OUTBREAK	RESIDENT EVIL: THE MOVIE
Capable of making you jump hard enough to soil your under-garments?	Resolutely not. Sad but true, the <i>Resident Evil</i> series has grown so decrepit it can no longer rouse itself to roar loud enough to catch your attention. 0	Against all the odds, it is. You go in, packing cynicism, only to emerge 100-minutes later with a look of mild discomfort on your face. 1
Psychologically unsettling?	In a strange way, yes it is. Maybe it's the overly long loading times, or perhaps it's the sight of the <i>Resident Evil</i> series committing suicide. Either way... 1	<i>Resident Evil: The Movie</i> isn't remotely clever enough to psychologically unsettle you. So it doesn't even bother trying, which is probably a good thing. 0
Sufficiently gory?	Just about. It might lack the burning faces, the runny brains and the watermelon-sized exit wounds we were after, but you can still liquify heads. 1	Exhibit A: the scene depicting a poor chap being cut into chunks by a particularly vicious laser-based security device. Sadly, after a strong start it tails off. 1/2
Containing the required number of horror movie clichés?	It's hard to think of a more cliché-ridden cast of characters than those dreamt up by Capcom's least imaginative designer specifically for the occasion. 1	<i>Resident Evil: The Movie</i> is a feature-length cliché: everywhere you look you find things borrowed or stolen from better films. PSW approves of this approach. 1
Offensive to mothers and children?	Elderly female relatives could comfortably sit through <i>Outbreak</i> without seeing anything capable of causing them to spill their chamomile tea. Shame. 0	It's hard to imagine anyone being genuinely repulsed by <i>Resident Evil: The Movie</i> . Which means you'll need to find another way to offend your mother. 0

FEAR FACTOR: Three points to two and a half in favour of *Resident Evil Outbreak*.

GAME

FEATURE

CLASSIC CREATURE FEATURE SHOWDOWN!

THE THING VERSUS THE THING

	THE THING (THE GAME)	THE THING (THE MOVIE)
Capable of making you jump hard enough to soil your under-garments?	Sometimes. Occasionally you'll get attacked from behind, causing a tiny fear-poo smaller than a grain of salt to sneeze from your bottom. File under 'mild.' 1/2	Director John Carpenter wrote the book with a view to making you shit yourself. A master of the genre, it's a wholesale masterclass in spine-tingling fear. 1
Psychologically unsettling?	Not unless you already happen to be suffering deeply from severe delusional paranoia. Which you're not. We promise you, you're not. 0	Yup. From the second <i>The Thing</i> has infected the crew's dog, causing it to erupt into a mouldy potato of goo-drenched terror, it never lets up. 1
Sufficiently gory?	Yes. Thank you. Now please, put the 50-foot penis-coloured tentacles back into the pulsating flesh-sack and wipe all that psycho-semen from your mouth. 1	Nothing can prepare you for the sight of a stomach being eaten from the inside out by a slimy cluster of razor-sharp gnashing teeth. Nothing. 1
Containing the required number of horror movie clichés?	The alien creature capable of assuming human form: ding! An experiment funded by a secretive military department that goes horribly awry: ding ding! 1	Despite the occasional appearance of the yellow-toothed plot convention, <i>The Thing</i> largely manages to keep itself clean of the usual clichés. 0
Offensive to mothers and children?	Massively. Mothers are famous for their deep dislike of cuss-words, along with their long-standing hatred of men watering their own testicle gardens. 1	Not only deeply offensive to mothers and children, but also to fathers, brothers and uncles. Sell your soul to the Fred West estate and buy your copy today. 1

FEAR FACTOR // The film wins - just - with four points over the game's three and a half.

Movie



BATTLE OF THE PSYCHO-THRILLERS!

THE SUFFERING VERSUS GOTHIKA

	THE SUFFERING	GOTHIKA
Capable of making you jump hard enough to soil your under-garments?	Disappointingly not. Though undoubtedly spookier than the sound of an albino widow scraping her hairy moles together, actual jumps are in short supply. 0	Not that you'd ever want to admit it in front of your girlfriend, but yes, it is. For the first 30 minutes or so, it's hair-raising enough to give hope to the bald. 1
Psychologically unsettling?	Grotesquely, particularly for those unfortunates likely to have to spend time behind bars at some stage in their life. <i>Porridge</i> this ain't. 1	A woman is being raped by a demon with a boner. Is this: A) your worst nightmare, or B) the punchline to a private joke you share with Satan? Either way... 1
Sufficiently gory?	So caked in blood is <i>The Suffering</i> , lead character Torque has to tape up his mouth, his nose and his ears to prevent himself from catching AIDS. 1	No, no and no. It might leave you with a life-long fear of visiting mental institutions, but <i>Gothika</i> is unlikely to sicken you to the verge of vomitus. 0
Containing the required number of horror movie clichés?	<i>The Suffering</i> contains what many leading experts consider to be the greatest horror movie cliché of all time: the apparition of the giggling infant girl. Wonderful. 1	Seeing as how the premise - sane woman trapped in mental home - is cliché squared, it's not surprising that it wears the stench of historic tampons. 1
Offensive to mothers and children?	To quote our review from PSW issue 54: "disembowelment, decapitation and impalement, <i>The Suffering</i> isn't a game you'd ever want to show your granny." 1	Offensive to children, certainly, but not to mothers. Take away three moderately disquieting scenes and <i>Gothika</i> is just another thriller. 1/2

FEAR FACTOR // PlayStation2 wins four points to three and a half. Kiss the ring, Hollywood.

Game



JAPANESE HORROR FRENZY!

SILENT HILL 4: VERSUS RING

	SILENT HILL 4: THE ROOM	RING
Capable of making you jump hard enough to soil your under-garments?	<i>Silent Hill</i> appears to think its a polo-neck in a sea of shellsuits, and is thus beyond anything so common as a short, sharp, shit-in-your-pants shock. How wrong. 0	The original contains more jumps than the pre-pubic Hollywood remake, but even this deals more in mental fear than in ice-pick-up-the-nose visual shocks. 1/2
Psychologically unsettling?	Naturally. The <i>Silent Hill</i> series is world-renowned for its ability to etch the plots for forthcoming nightmares finger-deep onto your psyche. 1	Yes. The key scene, in which the cow-eyed goth lady crawls through the television screen, never fully goes away once you've seen it. 1
Sufficiently gory?	We expected: bodies to be leaking like second-hand colostomy bags and our stomachs to be fully turned through 360 degrees. We got: a stomach half turned. 0	<i>Ring</i> avoids gore as though gore were a rat-faced schoolboy with smelly fingers offering it a cancer-flavoured crisp. More blood to be found on <i>Blue Peter</i> . 0
Containing the required number of horror movie clichés?	Sadly not. The Japanese have never understood the importance of horror movie cliché. A travesty of justice equalled only by mackerel sashimi. 0	Made away from the Hollywood sweatbox, there's a lack of exhibits from the International Museum of Outmoded Horror Conventions on display here. 0
Offensive to mothers and children?	Indeed. Sit mother down in front of <i>The Room</i> and she'll be sweating like guilty cheese in a rucksack before she knows what's hit her. 1	Clearly. Particularly children. Little children. Show them <i>Ring</i> and they'll more than likely never watch television again. Not a bad idea really. 1

FEAR FACTOR // *Silent Hill 4* scores a measly one, giving *Ring* an easy victory with two and a half.

Movie



BATTLE OF THE PSYCHO-THRILLERS!

OBSCURE VERSUS THE FACULTY

	OBSCURE	THE FACULTY
Capable of making you jump hard enough to soil your under-garments?	Shockingly, yes. Whenever you start nodding off, <i>Obscure</i> yanks violently on your nose-hairs like they're emergency cords to your brain. 1	<i>The Faculty</i> has its moments, most of which, it must be said, have been half-inched directly from <i>The Thing</i> . Still, scary is still scary, innit? 1/2
Psychologically unsettling?	Not even slightly. If <i>Silent Hill 4: The Room</i> manages to tunnel through your skull and into your screaming brain, <i>Obscure</i> struggles to penetrate your top-hat. 0	Hardly. You'll have forgotten about <i>The Faculty</i> almost immediately after the final credits have finished rolling. To be frank, we find Ainsley Harriot more unsettling. 0
Sufficiently gory?	In language its high-school protagonists will understand, <i>Obscure</i> scores a 'D' in Gore Studies, its paper being returned wrapped around a severed head. 0	As a matter of fact, no. Just as the story has no heart, the characters have no pulse and the situation has no life, so the action sequences have no gristle. 0
Containing the required number of horror movie clichés?	Seeing as how <i>Obscure</i> appears to be the unofficial video game remake of <i>The Faculty</i> , it's fair to say there's nothing new under this particular sun. 1	Take the front-end of <i>Breakfast Club</i> , Sellotape it to the back of <i>Invasion of the Body Snatchers</i> , then drive it headlong into the <i>Scream</i> franchise. Et voila! 1
Offensive to mothers and children?	<i>Obscure</i> couldn't insult your mother if it broke wind in her Prada handbag and re-arranged the contents into a sort of makeshift voodoo doll. 0	<i>The Faculty</i> wouldn't dare offend your mother for fear of never being invited round for afternoon tea ever again. That's how disgracefully polite it is. 0

FEAR FACTOR // *Obscure* just shades it with two points to *The Faculty*'s one and a half.

Game

CONCLUSION

PS2 provides more shocks per title than the Hollywood Movie Machine, edging our Death-Test three points to two. While games may struggle to provide the shocks of big budget films, the latest wave of survival horror titles have proven themselves far more effective at generating the ice-cold atmosphere needed to cultivate true fear. Fact!



*Before you can have
the cubs, cars and crew...
...You gotta
Have the
Moves.*



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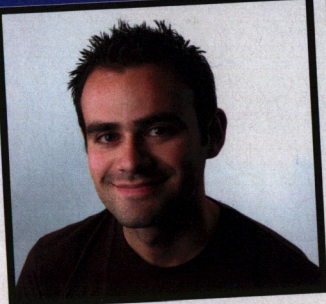


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REVIEWS

This month's PlayStation2 games rated!

Welcome



This month has been all about shooting things. Yes, we've all been getting well stuck into *Killzone* like the amateur, gun-wielding psychopaths we are, but *Star Wars Battlefront* is the game that's really won the fight for hearts and minds in this office. Every lunchtime, we become Stormtroopers, Darth Vader is on our team and the sound of laser blasters and swearing fills the air. It feels good. Has any other game managed to feel quite so *Star Wars*? We don't think so. George Lucas has begun to make amends for his hitherto heinous gaming crimes. Now all he needs is a neck...

LEE NUTTER, EDITOR

PSW PROMISE

We do solemnly swear that...

- Our reviews are 100% honest
- We only review finished games
- We rate the game, not the hype
- Our reviews are the most in-depth
- We answer only to our readers!

PSW RATINGS

10/10	Essential
9/10	Brilliant
8/10	Recommended
7/10	Great
6/10	Decent
5/10	Average
4/10	Disappointing
3/10	Poor
2/10	Bloody Rubbish
1/10	Avoid at all costs



64

Does *Killzone* live up to the enormous hype? Find out right here!

REVIEWED THIS MONTH!

64	Killzone	81	LMA Manager 2005
70	Rocky Legends	82	Star Wars Battlefront
72	Sega SuperStars	86	Club Football 2005
73	FIFA Football 2005	88	Mortal Kombat: Deception
73	Total Club Manager 2005	90	King of Fighters 2000/2001
74	Def Jam: Fight For NY	90	Midway Arcade Treasures 2
76	Spy Fiction	92	Obscure
77	Madden NFL 2005	93	NHL 2005
77	Viewtiful Joe	93	Metal Slug 3
80	Driven to Destruction	94	Vietcong: Purple Haze
81	Worms Forts: Under Siege	94	Ghost Master

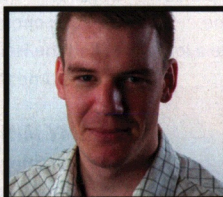
Eat, sleep, breathe, game, breathe again.



RICH MELVILLE

DEPUTY EDITOR: Rich bought a car this month, but since he doesn't actually have a licence, he just drives it around car parks. But how does he get to the car parks if he doesn't have a licence to drive there? Busted.

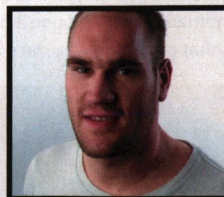
MOST PLAYED: *Killzone*



JONATHAN TODD

STAFF WRITER: After reviewing every single football game ever made in the space of a month, we had to give Toddy the *Star Wars Battlefront* review before the threatening look in his eyes turned into mass murder.

MOST PLAYED: *SW Battlefront*



JOFF BROWN

STAFF WRITER: The 'chin with a man attached to it' has spent the month reliving his youth by running about *Star Wars Battlefront* like a frantic librarian, running precious books between Rebel planets. We despair.

MOST PLAYED: *SW Battlefront*

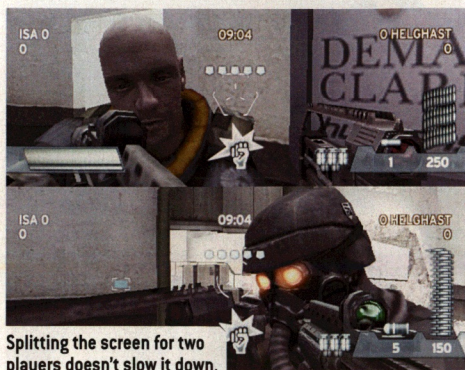


MARK SORRELL

STAFF WRITER: Because Mark is so tall we have to move the EyeToy to the back of the office when he plays, but the excited look on his little face is worth it. We say 'little', but what we mean is 'impossibly huge and terrifying'.

MOST PLAYED: *Sega SuperStars*

Weapons have their own personalities.



Splitting the screen for two players doesn't slow it down.

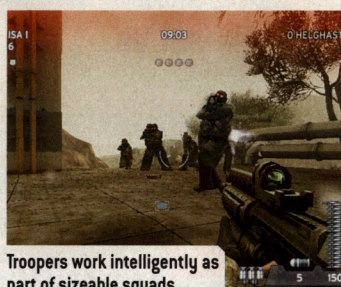


The shopping mall's not the usual place for firefights.

If you can see them, they can see you. In other words, duck!



Enemies can end up slumped in rather awkward positions.



Troopers work intelligently as part of sizeable squads.



When you're this close you can employ a melee attack.

KILLZONE

It's finally here. The game you've all been waiting for. Read on for the definitive verdict on the most eagerly awaited shooter in the history of PlayStation2.



GAME DETAILS

PUBLISHER: SONY
DEVELOPER: GUERRILLA
OUT: NOVEMBER
PRICE: £39.99
PLAYERS: 1-8
ONLINE: YES

Did someone say *Halo*? Sorry, mate. You've come to the wrong page of the wrong mag of the wrong console in the wrong year. This is *Killzone*, and it's most definitely nothing to do with Xbox's legendary shooter, whatever official hype might have led you to believe.

Sure, it's a shooting title set in a future war, but that's where the similarities end. *Killzone* is no *Halo* killer, but it is a sterling combat title in its own right. Just don't expect the free-roaming, innovative play of that landmark game and you'll be fine.

With that out of the way, let's have a look

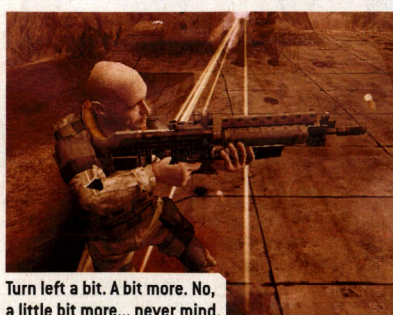
at what *Killzone* is, rather than what it isn't. At heart, *Killzone* is a traditional shooter that echoes the past glories of the *Medal of Honor* series – particularly the stunning *Frontline*, which put you so successfully in the shoes of a stunned squaddie fighting his way through war-torn Europe. You play as Templar the commando, fighting a losing battle in a bombed-out city of the future which has more in common with Najaf than Naboo. There are no aliens, lasers or any other sci-fi trappings. It's you, a gun, a steadily encroaching horde of soldiers called the Helghast, and a handful of bullets. And that's all.

ENEMY MINE

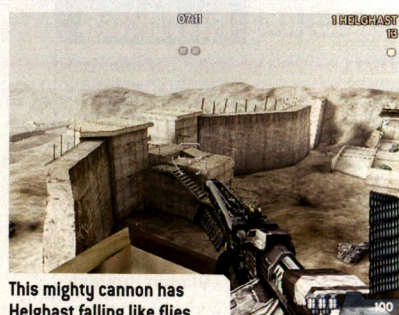
The first thing you'll notice is that *Killzone*'s war-scapes look jaw-droppingly impressive. There's a kind of bleak, mature charm to the wasted, withered landscapes and deserted city blocks that make up *Killzone*'s game world. Little touches – pictures in an office, shop signs in a mall – drive home the fact that this was an everyday place before it was wrecked by invasion. And technically

speaking, *Killzone* looks second to none. Everything from bullet shells to the most immense open environments shines with detail and style.

Open environments, yes, but with usually only one way to get through them. *Killzone*'s a story-driven shooter which is adept at making your linear path look like a random passage through a battlefield. Everything in *Killzone*'s world is scripted to happen when you reach a particular point or, more often, when you kill all the enemies in a particular area. There are no boss-battles, and alarmingly few character



Turn left a bit. A bit more. No, a little bit more... never mind.



This mighty cannon has Helghast falling like flies.



YOUR LIFE ON THE LINE

Is it really worth the trouble of getting your PS2 hooked-up online to play *Killzone*?

- | | |
|--|---|
| ✓ Impressive number of game modes | ✗ Broadband and the PS2 adaptor cost money |
| ✓ Effectively doubles the value of the game | ✗ You don't so much run as amble around |
| ✓ Pit your skills against the entire world | ✗ There's hardly any player skins to choose |
| ✓ Lets you join a clan to expand your horizons | ✗ Erm... |

VERDICT: Nobody said it was going to be easy getting online. But *Killzone*'s a real 21st century shooter that boasts impressive depth and intricacy. It's worth it.



Blossom falls gently to the ground. As do you here.



It's worth stealing the Helghast rifle from corpses.



A typical level: more concrete than Spaghetti Junction.

types to attack you. The standard-issue vat-grown Helghast grunt's the most common. He's the guy with the glowing eyes, a kind of black-clad Stormtrooper. But he's far from a pushover on the battlefield. And it's this little guy who gives *Killzone* most of its fun. Their aim isn't that much worse than yours.

THEY'RE COMING...

Before long, you'll start to flinch when you see the hunched run of the troopers moving into position. A pair of glowing amber eyes will have you dashing back round a corridor and reloading before the bullets start whizzing past your ears. You soon learn to take nothing for granted, because while the Helghast aren't supernaturally smart, they're certainly not cannon fodder

either. Running in and blasting everyone, especially with the deliberately inaccurate standard-issue machine gun, just won't work. Just like in real life, if someone's shooting at you, you might just get away. But if two soldiers are gunning for you, you're probably about to die. In fact, if you can see an enemy long enough to take aim, you've probably just been hit.

Which is why *Killzone* employs an absolutely original idea: your health bar recovers a bit if you rest after you've taken damage. Okay, okay, so it might have been seen in some tuppenny-

ha'penny Xbox shooter called *Halo* – so there are a few similarities – but it's fast becoming the standard model for shooters, because it lets you dash into combat, get hurt and then figure out what to do as you recover, without searching endlessly for health packs. It works as well here as anywhere else, too, with every second of recovery spent breathlessly waiting for Helghast troops to come round the corner as you reload.

AUTOMATIC FOR THE PEOPLE

The guns in *Killzone* have as much personality as the characters who wield them. It's a facet of the game's attention to detail that you'll get to know them like old friends as you play. As we said, your original automatic is painfully inaccurate, jerking into the air as you fire. If *Ghost Recon* is all about 'one shot, one



Such menace in the midst of such beauty! We could weep!



Rico's your human tank. Slow but heavily armed.



Team-mates will back you up, but can't be relied upon.



Sniping is fluid and stylish, as you'd expect from *Killzone*.



Computer players can aid you in online battles. You pussy.



It looks like a bomb's hit it! It has? Oh, fair enough then.

Hold grenades until the last second for instant damage.



The average Helghast grunt is more than a little deadly.

"The guns have as much personality as the characters who wield them. It's a facet of the game's attention to detail that you'll get to know them like old friends."



Helghast traitor Hakha gets unlocked later in the game.

kill', then *Killzone* can sometimes feel more like 'forty shots, one kill' thanks to the difficulty in aiming and the hardness of your opponents. The

Helghast machine gun is much less problematic, and you may find yourself making your way through large swathes of the game with this workmanlike weapon.

Secondary fire provides a decent scatter blast, but it can't compare to the proper shotgun, which is capable of taking out individual enemies at the cost of excruciatingly long reloading times. So

when you get your hands on the larger guns or emplaced weapons, it's hard not to whoop as you finally get to cut down rows of incoming troops.

GO TEAM KILLZONE!

You're not alone, either. While friendly troops are mostly there to provide atmosphere, they do make a small contribution to the battle and most – but not all – can be shot by 'accident' in bored moments. And some of the set-piece battles you fight with them really do stand out: a last stand in a makeshift shelter against endless waves of enemies and deadly tanks; a surprise aerial invasion and the subsequent carnage; cherry blossom wafting in the breeze as you stalk your way through a city park that's been turned into an enemy camp; a frenzied shootout in a vast, glass-roofed shopping mall. Tough, tense and terrifying in equal measure.

But things go downhill when you get the chance to play as one of the other members of the squad that forms around you as the game progresses. Luger the



The environments may be grim, but they're detailed too.

'GHAST STORY

What's *Killzone* like to play?
Come with us for just one minute...



0:11

Scouting out a new area, bullets suddenly whiz around your head. You breathlessly take shelter and begin searching for the assassin.



0:23

He's trying to forcefully take you from behind! Take cover, then take him out with a hail of bullets before proceeding on your way.



0:44

A whole troop of Helghast lie in wait round the corner. Wasting them all is going to be a tough call. For God's sake stay down.



0:56

Fortunately, you can use a carefully thrown grenade to take them all out at once. Hang back, or you'll become dazed. Victory!



We've rarely seen such detailed teams in a shooter.

female assassin is faster and packs a swanky automatic pistol just made for headshots. But after slogging through warzones with Templar, it undercuts the fun to be able to take enemies out relatively easily, and her night vision and hand-to-hand stealth kill skills seem under-used. Rico's a human tank of a character, only good for is shooting the hell out of everyone while standing still. Fourth character Hakha is mainly just an amalgam of the best elements of the other three. At least you have the option to choose any character to take on the later missions, with their own routes through the levels.

BROTHERS IN ARMS

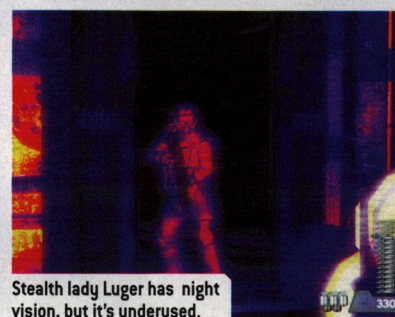
Try the multiplayer game, and everything changes again. It's a whole different kettle of scampi, in fact, with a varied selection of deathmatch and capture the flag games. It chugs along when too many bots are



Every situation requires spontaneous strategy.



You'll start hating those orange eyes before long.



Stealth lady Luger has night vision, but it's underused.



Rico's too slow for our tastes, but he's damn powerful.



Templar's your main playable character.

engaged and it doesn't have the slick feel of the more user-friendly *TimeSplitters* titles.

So. Despite our massive enjoyment of *Killzone*, we can't help feeling a little let down. It's obvious that *Killzone* was never setting out to re-invent the shooter, but we had higher hopes for it than this. Everything it does set out to do, though, it does better than anyone. You'd be a fool to deny yourself the pleasure of at least one trip through *Killzone* – whether you spend more time on it will be purely up to you.

/ JOFF BROWN

PSW VERDICT

UPPERS

- Stunningly great-looking
- Tons of set pieces
- Great Online mode

DOWNERS

- Completely linear
- Gets a tad repetitive
- Gets a bit bleak

GRAPHICS	Concrete never looked so stunning	9
SOUNDS	Superlative SFX, decent voice acting	8
GAMEPLAY	Nothing new, but it's all done with style	7

Anyone who liked *Medal of Honor: Frontline* will love *Killzone*. It's stark, serious and atmospheric. Just don't expect much innovation.

8



PlayStation 2





It's in the game™
www.easports.co.uk/fifafootball

PHOTOGRAPHERS FOLLOW MY EVERY MOVE. ON THE PITCH.

Fernando Morientes

What makes a player great? On the pitch, it's not about image. The boot deal. Or the celebrity girlfriend. It's about ability. It's about great first-touch.

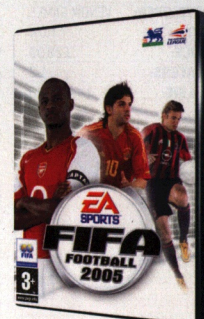
First-touch separates the great players from the good ones. FIFA Football 2005's all-new player kinetic system accurately reflects the first-touch of every player on the pitch at the push of a button, generating breathtaking passages of fluid play.



Put your skills to the test by tackling FIFA players from all over the world. Play FIFA Football 2005 online on PC, Xbox and PlayStation 2. Talk the talk via EA Messenger, then walk the walk on the pitch.



FIFA Football 2005's deeper Career Mode takes you through a 15-season quest for silverware. Choose the team and tactics, trade players to enhance your squad then do the business when it matters on match day.



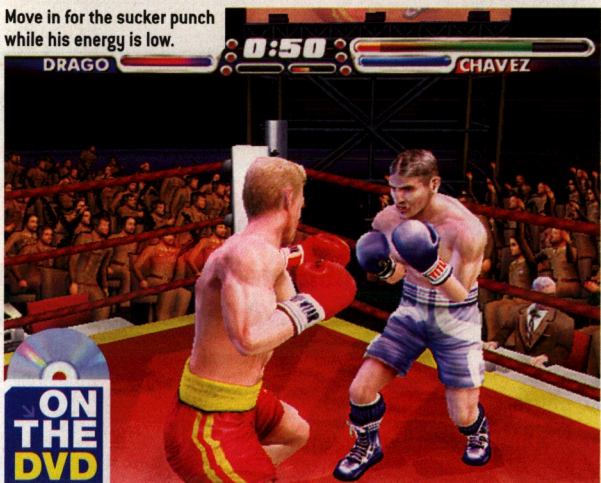
FLUID FOOTBALL
Out October

REVIEWS

Spruts of blood and sweat accompany every blow.



Move in for the sucker punch while his energy is low.



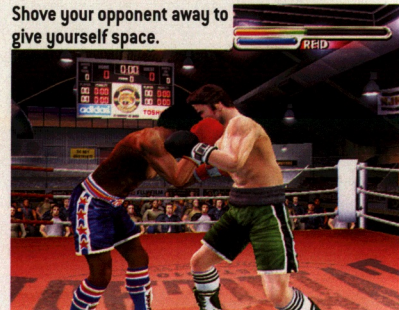
The bruising and scarring looks suitably disgusting.



Press the right button quickly during target mitt practice.



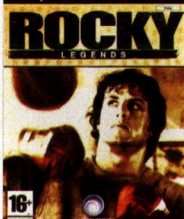
Shove your opponent away to give yourself space.



ROCKY LEGENDS

The big lunk comes out of retirement yet again for one final shot at the title. And this time he's brought his most famous rivals with him. Seconds out...

PlayStation 2



GAME DETAILS

PUBLISHER: UBISOFT
DEVELOPER: VENOM GAMES
OUT: NOW
PRICE: £29.99
PLAYERS: 1-2
ONLINE: NO

EA's *Fight Night 2004* was always going to be a hard act to follow. With its revolutionary and intuitive analogue controls and superb facial deformation system, it delivered a knockout blow to other prime boxing contenders.

Rocky Legends makes a pretty good, ahem, fist of things too though. This time you can play as either Rocky, Apollo Creed, Clubber Lang or Ivan Drago from the start of the Career mode instead of having to defeat them to unlock them. Each boxer begins with an amateur contest in a run-down location and if you win this you get signed up and can start moving up the ranking ladder till you're world champ.

Three higher-ranked opponents are available to fight at any one time, with the number of months next to them indicating how many training mini-games you get to play beforehand to improve your boxer's skills. These work in a similar way to the mini-games in *Fight Night 2004*, and are mostly based around pressing different combinations of buttons when prompted. Some are as basic as tapping two buttons

as fast as possible, but most require a lot of skill and timing in order to rack up the points. As with *Fight Night 2004*, we'd prefer to have seen a playable tutorial that shows you *when* to throw a particular punch and not just *how*.

KEEP YOUR HANDS UP

It's in the ring where *Rocky Legends* fails to land as many knockout blows, with many of the first game's flaws resurfacing and almost causing us to throw in the towel. Opponents are still a bit rubbish at ducking out of the way of punches and keeping

their guard up, and even when they do you can break through their defences pretty easily by throwing the same punch again and again. Sitting back and picking off your opponent doesn't really figure.

They're also very slow to recover from a punch, so if you time it right you can keep hitting them during their recovery. We also found that dashing sideways to avoid a blow causes opponents to lose their bearings, allowing you to throw a super punch that lands every time while they take a few seconds to right themselves. We suspect this isn't the only 'cheat' move in



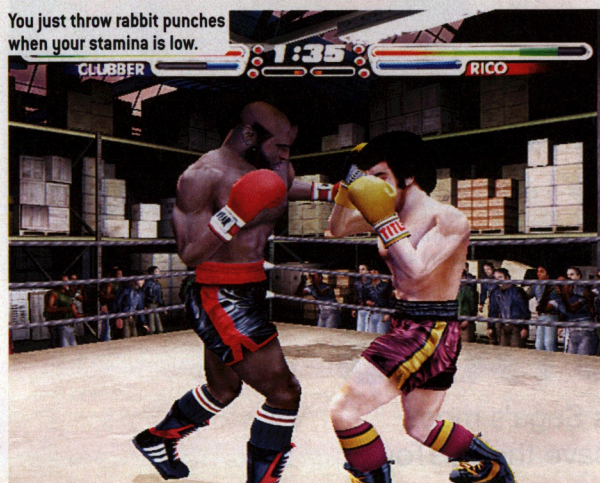
Fury mode speeds up punches when your energy's low.



Get your guard up if you take one on the chin.



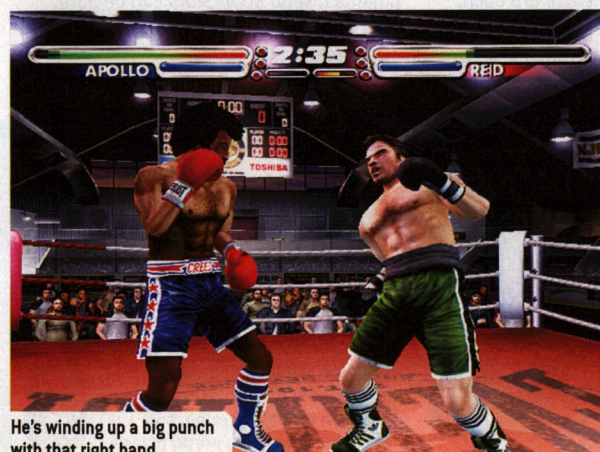
This is what happens if you don't move in and out.



You just throw rabbit punches when your stamina is low.

the game that can be employed.

Following *Fight Night 2004*'s superb use of the analogue sticks to throw punches and defend with, it's surprising that *Rocky Legends* sticks with buttons. Even more surprising is that the old-fashioned control system holds up. By holding L1 and pressing one of the face buttons and/or a directional button you can bob, weave, duck, lean, dash and throw high or low punches, hooks or uppercuts. There's a lot to remember and some of the combos are quite fiddly to execute at first, but you can just about get away with surviving most brawls by learning the basics and one or two of the more powerful moves.



He's winding up a big punch with that right hand.

EYE OF THE TIGER

Each boxer has his own unique training mini-game to master.



ROCKY BALBOA

SKIPPING: Press the right buttons as they pass through the circle. Holding L1 speeds up the skipping and triggers button combos for more points.
JUDGES DECISION: 12 rounds of pain.



APOLLO CREED

SPARRING: Land as many combos as you can in 'attack' mode and then stay within the coloured area when you switch to 'defence' mode.
JUDGES DECISION: Rock-hard.



CLUBBER LANG

CHIN UP: Tap X and Circle to raise yourself above the top guide bar and time pressing Square when the slider passes over the bottom guide.
JUDGES DECISION: Harder than Mr T.



IVAN DRAGO

SQUAT PUSH: Alternately hold L1 and R1 to get your legs pumping and release each button as close to the white bar as possible.
JUDGES DECISION: First round K.O.



"The fights are more like brawls and lack the subtlety of real boxing, which at least fits in with the style of the films."

THE SWELLING WON'T GO DOWN

Graphically, it's all a bit hit-and-miss. The character models are nice and chunky, but they come with oversized heads that make them look a bit comical. The sound fares better, with a nice touch being the use of music from the original films when one boxer is about to get knocked out. It's just a pity that the voice acting for the four fighters sounds like one of those really bad impressions of Sylvester Stallone and Mr. T your mate does down the pub after a few too many shandies.

Ultimately, *Rocky Legends* puts up a pretty good fight, but just can't quite go the

distance with *Fight Night 2004*. The fights are more like brawls and lack the subtlety of real boxing, which at least fits in with the style of the films. But any fighting game that lets you win by using a couple of moves, and which is also open to 'cheat' moves isn't really doing its job. We like the training mini-games though and some of the extra modes do make up for the ease with which you'll breeze through the four fighters' careers. It's a game for *Rocky* fans rather than boxing fans.

/ JONATHAN TODD

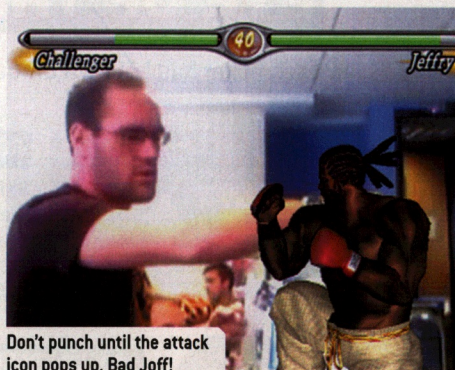


Primitive button bashing gets you back on your feet.

PSW VERDICT	
UPPERS	DOWNERS
➤ Good control system	➤ Career mode too short
➤ Nice face-mashing	➤ Not much skill needed
➤ Training mini-games	➤ Ordinary graphics
GRAPHICS	Exaggerated characters with big heads 6
SOUNDS	Music from the films and realistic thuds 7
GAMEPLAY	Not very subtle and a bit easy 7
Instead of really pushing the action forward, <i>Rocky Legends</i> is content to just go, well, sideways, with more heroes but less ideas.	
7	



Mini-Joff, in the bubble, soars like a young swallow. Bless.



Don't punch until the attack icon pops up. Bad Joff!



"Don't do it with your teeth, Lee. No! Noooooo!"



Melville just doesn't care, hence the arms in the air.



Sonic requires concentration and a large living room.



Copy her dance steps. Once you've drawn the curtains.

SEGA SUPERSTARS

It's the video game equivalent of *Live Aid* as Sega's most famous faces band together in an effort to save the EyeToy.



GAME DETAILS
PUBLISHER: SEGA
DEVELOPER: SONIC TEAM
OUT: NOW
PRICE: £29.99
PLAYERS: 1-2
ONLINE: NO

Sega SuperStars is a clever little fellow. Taking a range of established Sega characters and games as it's starting point the game then blends them in with the party-game phenomenon of *EyeToy* to serve up a mellee of arm-waving silliness that never fails to put a smile on your face – however bastard-hard things might, and often do, get.

Right, that's the introduction out of the way. Down to business then. *Samba De Amigo* is undoubtedly the headline attraction in the pick 'n' mix of *Sega SuperStars*. Here, assorted Mexican clichés spasm rhythmically in time to a trumpet Latino gurgles while you shake it like the proverbial Polaroid picture. Dizzying stuff

indeed. A 5/5 game in it's own right.

Infinitely less impressive is *Crazy Taxi*, wherein you must perform a series of roadside dry-heaves in an effort to hail a cab. Absolute guff. 1/5

Nights is more like it. Simply aeroplane your arms in the manner of a footballer reeling away from a goal and watch as your flying dude drifts through hovering rings. It is, quite literally, marvellously floaty. 4/5

Billy Hatcher and *Virtua Striker* prove that for every one orange-filled Revel, God creates two raisin ones. In the first you paddle your sandwich-shovels frantically in an effort to roll a giant egg over stomping meannies; in the second you use your coconut to knock a falling football through a cluster of balloons. Consider that two pokes in the public *EyeToy*. A meagre 2/5 each.

Soak your brain in a tepid bowl of *Chu Chu Rocket* for five minutes and all will be well. Simply kick back, relax, wave your hand over the coloured orbs to guide the

mice into the rocket and feel your worries drift away like smell from a piss-flower. 4/5

The remainder – *Virtua Fighter* (think pub fight fart-about), *Super Monkey Ball* (think semi-pleasant, world-tilting banana-rama), *House of the Dead* (think incessant zombie-flicker), *Space Channel 5* (think in time to the music), *Sonic the Hedgehog* (think very quickly), and *Puyo Pop Fever* (think about trimming your armpit hair) – all do a decent job of providing ballast, even if there's barely an original idea between them. 3/5 for the lot.

Two other things you should be aware of: 1) You're going to need a bigger living room. We don't care how big it is, it's at least three feet too small; and 2) Despite looking sweeter than Little Bo Peep in Snoopy pyjamas, *Sega SuperStars* can be hard. Shitting hard. Yes you, *Super Monkey Ball*.

/ JON BROWN



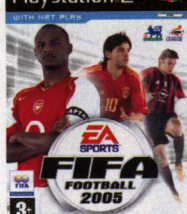
Don't fiddle with mice. It's both impolite and illegal.



Flick their knackers, before they extract cuddles.

PSW VERDICT	
UPPERS	DOWNERS
➤ <i>Samba Di Amigo</i>	➤ <i>Virtua Striker</i>
➤ <i>NIGHTS</i>	➤ <i>Billy Hatcher</i>
➤ <i>Chu Chu Rocket</i>	➤ <i>Crazy Taxi</i>
GRAPHICS	<i>Samba</i> looks great, the rest is wallpaper
SOUNDS	Hearty renditions from the Sega songbook
GAMEPLAY	Lurches between great and gruesome
Worth owning for <i>Samba</i> and <i>NIGHTS</i> . Doesn't exactly break new ground in terms of <i>EyeToy</i> , but takes it to some very pretty places.	
8	

PlayStation 2



GAME DETAILS

PUBLISHER: EA
DEVELOPER: EA
OUT: NOW
PRICE: £39.99
PLAYERS: 1-8
ONLINE: YES



Gudjohnsen shows his pricier counterparts how it's done.

FIFA FOOTBALL 2005

Arsenal Vs Man Utd has nothing on *FIFA Vs Pro Evo*. Both games have strength in depth but only one can be top of the PS2 league this season. Which will it be then?

What is it that separates the *Pro Evolution Soccer* series from *FIFA*? We'd love to put our finger on the intangible quality that separates the two. It's not about graphics or choice of commentator choice, rather it's more about the overall 'feel'. For all it's graphical polish, *FIFA* yet again falls short in this department.

The big new feature this year is a novel

first touch system. Whereas players would previously take an age to get the ball under control, now you can twiddle the right analogue stick as you receive the ball to perform tricks such as knocking it past an opponent first time or flicking it to the side for an instant change of direction. It works superbly well and allows you to put together some slick moves or count down the clock by retaining possession.

But for every promising debut there are still plenty of old knackers letting the side down. The ball still acts as if it's tethered to

players' boots by an invisible piece of elastic. Corners still end up going straight to the opposition almost every time. There's still the nagging feeling that presentation is deemed more important than anything that happens on the pitch. And, of course, it still doesn't 'feel' quite right when compared to *Pro Evolution Soccer*. Until the bods at EA can change that, *FIFA Football 2005* is destined to be the championship also-ran.

/ JONATHAN TODD

PSW VERDICT

UPPERS

- First touch system
- Fully licensed
- Good commentary

DOWNERS

- Never feels real
- Clumsy set-pieces
- Ball attached to feet

GRAPHICS

The likenesses are as real as ever.

8

SOUNDS

Authentic crowd chants

8

GAMEPLAY

He shoots, he doesn't score

6

Better than the previous one, but still no match for the mighty *Pro Evolution Soccer*. It's preaching to the converted more than ever.

6



You can now lay the ball off for a shot on goal.

TOTAL CLUB MANAGER 2005

The companion game to *FIFA* is also destined for a mid-table finish.

PlayStation 2



GAME DETAILS

PUBLISHER: EA
DEVELOPER: EA
OUT: NOW
PRICE: £39.99
PLAYERS: 1-2
ONLINE: NO

It's an impossible job trying to inject personality into a bunch of dry stats, which is why the best football management games don't bother. While the attempt here is admirable, it can't help coming across as artificial and a bit silly at times.

For example, shortlist a few players and your current players in those positions lose morale points, even though in real life they'd have no way of knowing. Fail to fine a player for returning late from international duty and the rest of the squad club together to show

their disapproval, though their united front sees them lose ten morale points each.

As with last year's version you can transfer your data to *FIFA Football 2005*, play the match yourself, and transfer the result back to *Total Club Manager 2005*. It works, and if you're a fan of *FIFA* then you probably won't mind the tiresome procedure and load times.

Influencing the result directly is a better bet than watching the *FIFA* engine calculate it though. We say calculate, because the number of goals and cards mysteriously

increases when you choose this option over the quick match. It just goes to show how far off 3D matches are when it comes to recreating a realistic game of football, and you'll be none the wiser about the quality of your team by sitting through them.

LMA Manager 2005 is the game to beat this year, and *Total Club Manager 2005* falls short in both detail and presentation..

/ JONATHAN TODD

PSW VERDICT

UPPERS

- Fairly detailed
- New player orders
- Works with *FIFA 2005*

DOWNERS

- Pointless 3D matches
- Silly 'personality' events
- Long loading times

GRAPHICS

Functional menus, *FIFA*-powered matches

7

SOUNDS

Commentary from Motty and McCoist

8

GAMEPLAY

Not enough to do between matches

6

A decent stab at giving menu after menu of stats some character, but suffers in almost every other way when compared to *LMA Manager*.

6



Wenger will claim he didn't see this two-footed lunge.



All League Two players are skinhead thugs apparently.



Busta Rhymes as 'Magic' fights Elephant Man. Woo-ha!

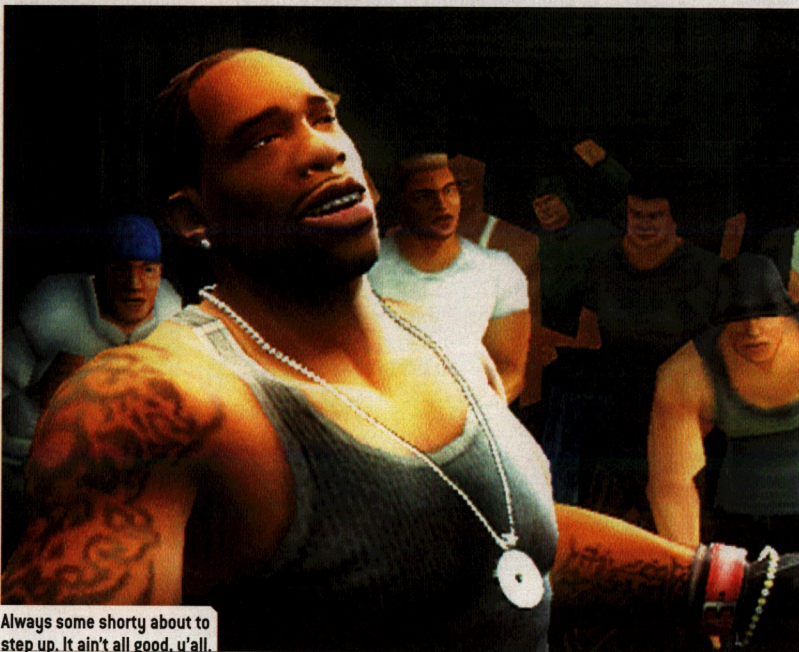
Fill your blazin' bar and gain access to some mad moves.



Every ring is glorious looking, however grimy and nasty.



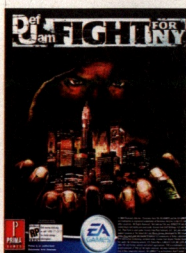
Four-player mode's fun for a while, but a bit random.



Always some shorty about to step up. It ain't all good, y'all.

DEF JAM FIGHT FOR NY

Step up to one of the best looking and tightest fighting games we've ever had the pleasure to play. And all with a knock-out dose of gangsta style, too.



GAME DETAILS

PUBLISHER: EA
DEVELOPER: EA
OUT: NOVEMBER
PRICE: £39.99
PLAYERS: 1-4
ONLINE: NO

If you had to design a game that put together every Daily Mail cliché about the 'youth of today', you might end up with something like *Fight For NY*. It's got hip-hop, violence, sex, swearing, beats, money, and yet more violence. We doubt the Daily Mail would agree with us when we tell you it's a great game though.

Nominally set in New York, the game actually takes place in a parallel universe where everything is cool. Rappers are suddenly harder than Randy Orton instead of whining, neurotic entertainers. Likewise, Ice T has the physique of a twenty-two year

old lumberjack, and you are an aspiring brawler ready to go head to head with a whole crew of hip-hop stars. It's a seductive wish-fulfilment fantasy, a bit like one of those dreams in which you're having tea with Abi Titmuss while the Queen serves you biscuits.

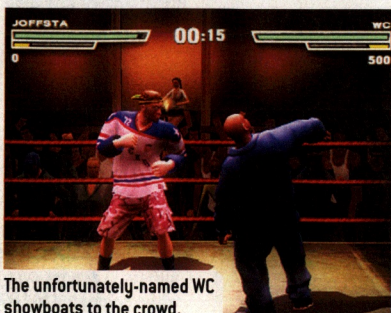
Two-thirds wrestler, one third beat 'em up, *Fight For NY* lets you select one of five fighting styles from Streetfighting, Wrestling, Kickboxing, Martial Arts and Submissions. It's a sign of how expansive and generous the game is that it lets you choose two more as you progress, in order

to broaden your style. Hardcore punk superstar Henry Rollins is your personal trainer – that's how crazy this is. There's even a healthy dose of swearing, which shocked us mildly, considering that *Fight for NY* comes from the usually mild Electronic Arts stable. But that's also why it's so good – rappers are recognisable, moves are pleasingly over the top without becoming cartoonish, and the ghetto style is more than skin deep for once.

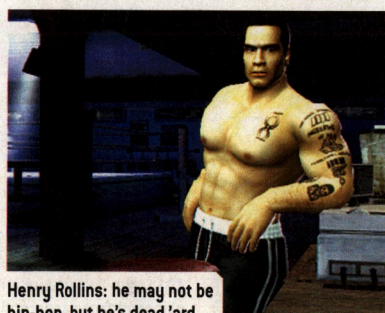
DO YOU KNOW WHO I AM?

In total, there are 40 artists from the Def Jam roster, many of which bring their own music with them. Oh, we mentioned that there was sex, didn't we? Well, Li'l Kim and Carmen Electra are there to unlock, and you can play them in cat-fights against your current squeeze to make them your girlfriend. It's actually less of a big deal than it was in the first *Def Jam* game, which is ever so slightly odd. Still, the regular fighting's so much fun you might not notice.

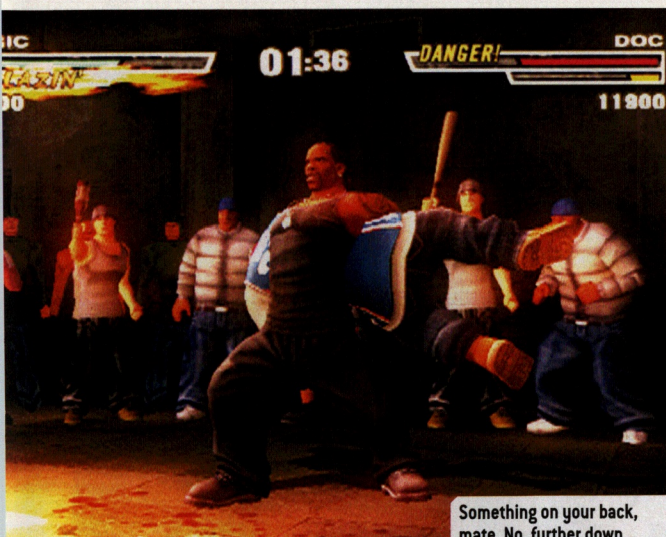
Matches work like this: you can either punch, kick or grapple your opponent.



The unfortunately-named WC showboats to the crowd.



Henry Rollins: he may not be hip-hop, but he's dead 'ard.



Something on your back, mate. No, further down...



Sean Paul's one of the more unlikely combatants.

Hitting them will eventually knock them down, but in true wrestling style the only way to inflict serious damage is to grab them and smash them into something. Once they're worn out, you'll need to pull a special move to finish them off. But fighters recover fast, so it's not surprising to find yourself grunting out loud as you miss your window of opportunity. Chuck in weapons, loads of environment-specific brutality and some amazing finishing moves, and you've got an impressive brawler. One-on-one fighting's so well structured, you'll actually be a bit miffed when a four-player match comes along, because they're much more hit and miss than a simple head to head.



The rival crew out to whup your sorry ass in the ring.

Gimmie that bling!

Watch as digi-Joff earns himself some dosh and buys some stylin' clothes. And then ends up looking like a twatmonkey.



1

Starting out as a low-life, Joff looks a lot like he does in the real world. Except, you know, hard and cool and not as ugly.



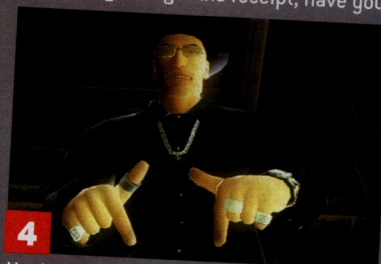
3

Now he's a playa, Joff has unlocked tattoos, watches and better gear. Not sure about the dreads, but hey.



2

After winning some cash, the chinmaster experiments with buying a few new items of clothing. Still got the receipt, have you?



4

Having kicked serial ass, our hero is fully blingin'. Best of all, how you dress is how you appear in the ring, to the last detail.

"It's the gaming equivalent of Busta Rhymes – it may look loud and scary but it's actually all about the over-the-top laughs."

ALL ABOUT THE BENJAMINS

Play *Fight for New York* for a bit and you'll be struck by how generous it is. Beating an opponent may be tough, but once you've done it you'll be rewarded with money, development points to spend on buying new moves, plus a barrage of text and voice messages from your rapper friends. Every time too, not just for the big fights, meaning you're always anxious to progress. There are lots of clothes to buy, plus tattoos, an endless range of haircuts and hair colours, and of course 'bling' jewellery too. Cleverly, money buys you stuff and development points buy you, well, development. So you

never have to sacrifice improving your stats to get that wicked new jacket.

The funny thing about *Fight for New York* is that, underneath all the bravado, it's as welcoming and charming as a game could be. No guns, no drugs, no death and no real crime – nobody really gets hurt and you're never even penalised for losing a match. It's the gaming equivalent of Busta Rhymes – it may look loud and scary, but it's actually all about the over-the-top laughs. This one comes fully recommended.

/ JOFF BROWN

PSW VERDICT

UPPERS

- Looks the shiz
- Plays damnably well
- Kick Sean Paul's ass

DOWNERS

- Gangsta style may annoy
- More cat-fights needed
- Gets hard pretty soon

GRAPHICS Smooth, glowing and utterly over the top **9**

SOUNDS 'Momma said knock you out!' Get in! **9**

GAMEPLAY A sturdy fighter at heart, wrapped in bling **8**

You don't have to like rap or wrestling to get a hell of a lot out of this. One of the most complete and exhilarating games we've played.

9



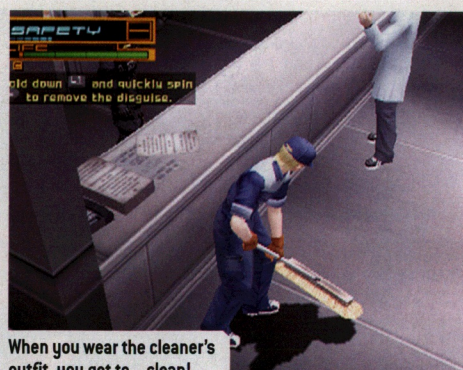
Didn't your momma teach you not to show off? Nah? Okay.



Billy Bishop looking smooth in his smart-casual evening wear.



And that's what happens if you let Quentin Tarantino play.



When you wear the cleaner's outfit, you get to... clean!



Combat is clunky but you rarely need to resort to it.



The range of levels is both varied and imaginative.

SPY FICTION

Imagine Solid Snake dressed as a cleaner and wielding a broom, and you'll have some idea of what this unorthodox stealth title feels like to play.



GAME DETAILS

PUBLISHER: SEGA
DEVELOPER: ACES GAMES
OUT: NOW
PRICE: £29.99
PLAYERS: 1
ONLINE: NO

My word, is that *Metal Gear*? No, despite initial appearances, it's *Spy Fiction*, a rather different flavour of stealth. You're a member of the 'Phantom' strike team, charged with the tried-and-tested task of saving the world from evil terrorists. You get the choice of two characters: Billy Bishop; a typical spiky haired bloke, and Sheila Crawford; a blonde temptress.

Although basically the same, Billy offers an action-based experience, while Sheila plays a more stealthy game.

The main differences between this and more standard stealth fare are the variety of locations – civilian labs and parties rather than endless military installations – and the integration of disguises into the gameplay. If you can take a full frontal

photograph of anyone in the game, you can then disguise yourself as your target, allowing you to walk around unnoticed – a far cry from the constant pressure of having to remain hidden in most stealth titles.

There's an impressive range of gadgets on offer too, including *Predator*-style camouflage, sticky cameras, heat vision and, naturally enough, lots of guns. Still, the disguises are what make this game really tick. They're cleverly done and often feature special abilities. For example, when dressed as a cleaner, you can pull out a broom and start sweeping, letting you listen in on conversations. They also allow for an almost entirely non-confrontational approach to the game. You rarely have to kill anyone, which is surely how stealth

games should play.

The stealth element works well but combat is clumsy and inaccurate. Luckily, it's rarely called for. You have plenty of tools at your disposal and there are usually other options to get round the obstacles in your way. Sadly though, the game does much to dispel the atmosphere the gadgets and disguises skillfully create through some ridiculous behaviour from non-playable characters, but otherwise it works well. Although it lacks the polish and glamour of some titles, this'll keep you going until *Metal Gear Solid 3: Snake Eater* arrives, possibly carving out a niche all its own.

/ MARK SORRELL



Be a secret agent with foxy Sheila Crawford.



Taking photos is key to disguising yourself.

PSW VERDICT

UPPERS

- The disguise idea
- Solid stealth action
- Cool gadgets

DOWNERS

- Irritating camera
- Clunky interface
- No objectives list

GRAPHICS Functional but unremarkable

SOUNDS Well produced but bland

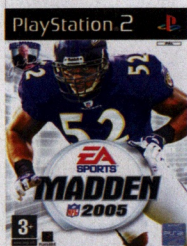
GAMEPLAY Tried and tested with an enjoyable twist

This is a decent, if unremarkable stealth actioner. Those looking for a non-violent sneaking game are advised to give it a whirl.

7

MADDEN NFL 2005

John Madden's 68 years old. Quite how he finds the energy to make these fantastic games every year is beyond us. Maybe he gets some help in?



GAME DETAILS

PUBLISHER: EA
DEVELOPER: EA
OUT: NOW
PRICE: £39.99
PLAYERS: 1-4
ONLINE: YES

Let's get some perspective here. *Madden NFL 2005* is the fifteenth consecutive Madden game in 15 years. It's the fifth on PS2 alone, for Christ's sake. So of course it's good. It's better than good, it's great. But is it really twenty quid better than last year's, or thirty better than the year before?

If you like your football with added fun, this might be the year for you. Because the big innovation is that defence is much less fraught and much more interesting to play, thanks to the use of the right analog stick to push offensive players out of the way. And

Franchise mode has been made more immersive (rather than more needlessly complicated) with a virtual discussion show that dissects your team's performance between games. There's also the chance to search through endless reams of fake sports pages to find out everything from which hot new star to sign, to the best tactics to take on your next opponents with. You can even create fans to follow your games, which is kind of nice but also utterly pointless.

The authoritative voice of John Madden

still fires out some killer commentary lines with all the excitable enthusiasm of a rookie, with commentary staying fresh for longer thanks to much more variety. And while you might quibble that it's not quite as realistic looking as its *NFL 2K5* rival, the perfectly balanced gameplay still can't fail to thrill. Whether these innovations matter to you is another thing, of course. There's *Pro Evo* to be played out there, you know.

/ JOFF BROWN



Pile on! Pile on! Bundle! C'mon let's squash him!



Madden's great, but FIFA sucks. How does that work?

PSW VERDICT	
UPPERS	DOWNERS
➤ Deeper Franchise mode ➤ Smack rivals down ➤ Online challenges	➤ The depth is daunting ➤ NFL 2K5 looks better ➤ US football sucks
GRAPHICS Overly shiny but still fantastic	8
SOUNDS Hippity-hoppity soundtrack plus grunting	7
GAMEPLAY Now defence is a bit more fun	8
<i>Madden continues to travel ever closer to the real-life feel of American football. Essential for fans, but great for the rest of us.</i>	
8	



GAME DETAILS

PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
OUT: NOW
PRICE: £19.99
PLAYERS: 1
ONLINE: NO

VIEWTIFUL JOE

The strangest game we've played in a long time. Multiplied by a factor of ten.

This is really quite odd. It has an odd name, it looks odd and it plays very strangely indeed. Resolutely 2D but still quite amazingly beautiful, *Viewtiful Joe* is a mystery wrapped in a riddle, wrapped in an enigma. And unashamedly Japanese.

You play the superhero *Viewtiful Joe*. You have various super-powers that you learn throughout the game, which allow you to slow down time, speed up time, throw

bombs, zoom in on the action and so on. You earn these abilities throughout the game, learn how to use them and then get to start all over again and play through with all the abilities from the start.

The levels are ultra linear and filled with enemies and traps, each of which can be easily defeated if you know how and when to use your powers, although you won't believe that the first time you try them. Later levels re-use previously impossible bosses as regular enemies and with checkpoints spaced so far apart, you'll find yourself repeating vast parts of the game

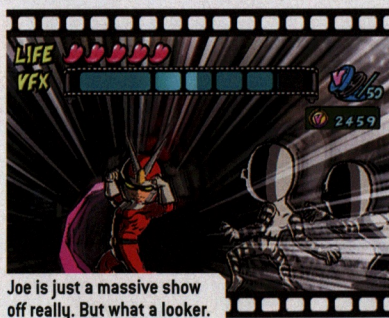
until you've developed incredible skills.

Despite being so completely different, this is a game like they used to make them. You have to have endless reserves of patience, the reflexes of a ninja and at least 17 fingers on each hand to get the most from it. If you haven't then you're unlikely to be able to play this as it was intended. It's beautiful, it's unique, it's clever and if you love it, you'll really love it, but it's simply too bizarre for most.

/ MARK SORRELL



Nope, we have no idea what's happening, but it looks great.



Joe is just a massive show off really. But what a looker.

PSW VERDICT	
UPPERS	DOWNERS
➤ Amazing looks ➤ Absolutely different ➤ Very clever	➤ Sickeningly hard ➤ Long winded in parts ➤ Can be confusing
GRAPHICS Old school but incredibly beautiful	8
SOUNDS Match the action well	7
GAMEPLAY Clever but just too unforgiving	6
If you long for a real challenge then this is hard to beat but it's just too much for anyone without dedication and lots of skill.	
6	

8/10 *EDGE*

90% *PLAYSTATION MAX*

87% *C&VG*

10/10 *P2*

YOUR MIND IS THE
ULTIMATE WEAPON™



TELEKINESIS



PYROKINESIS

Featuring **COLD's**
"With My Mind" Music Video.



MIND

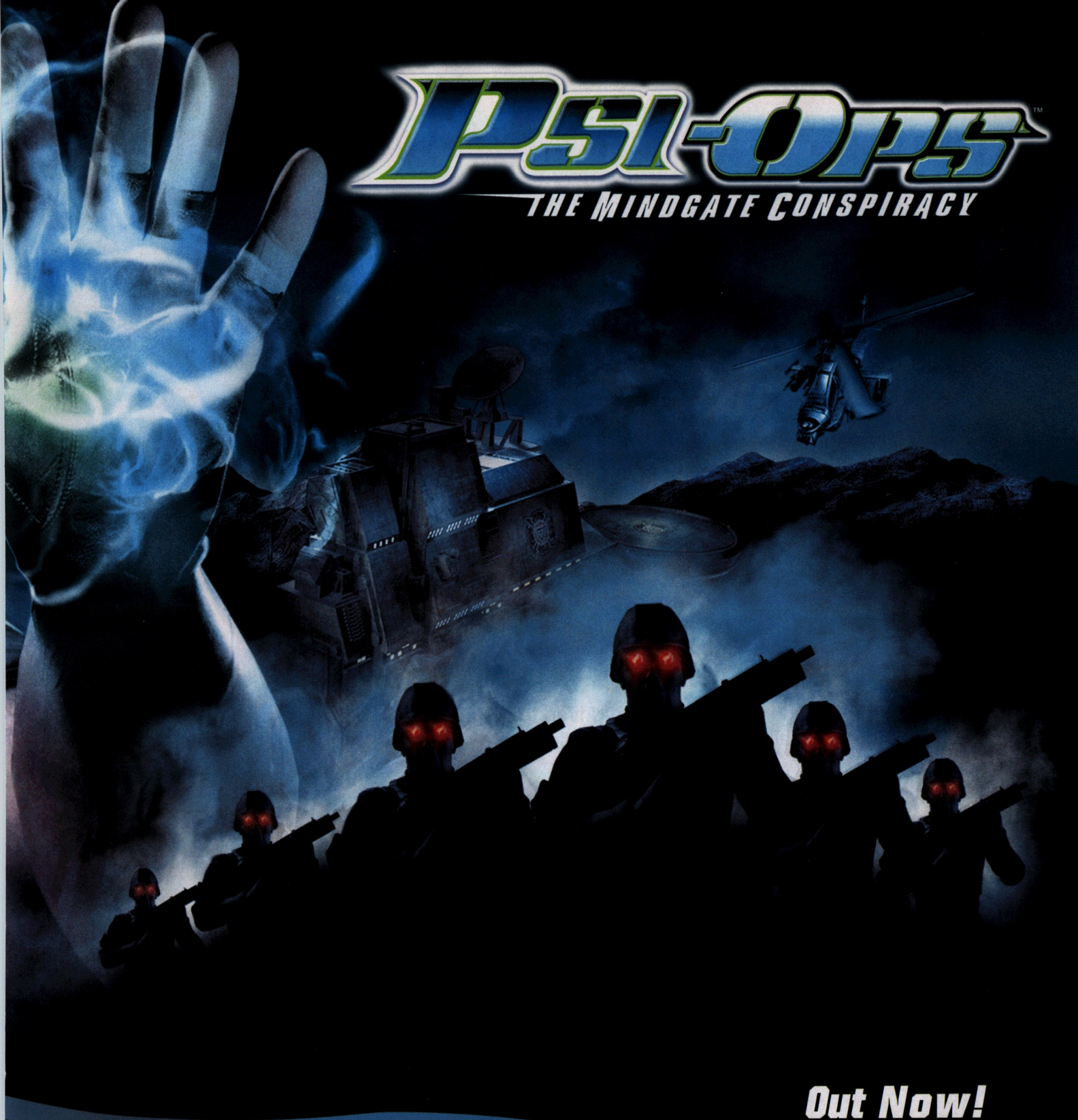


PlayStation®2



PSI-OPS™

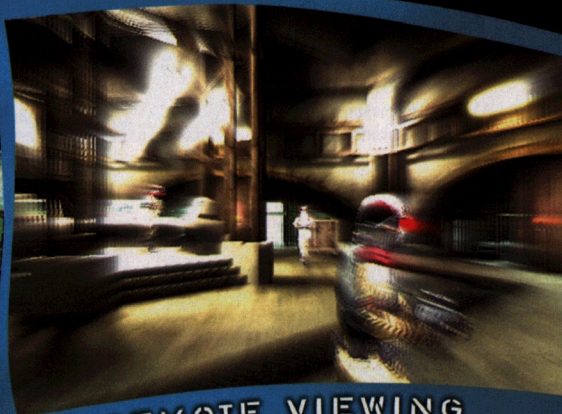
THE MINDGATE CONSPIRACY



Out Now!



DRAIN



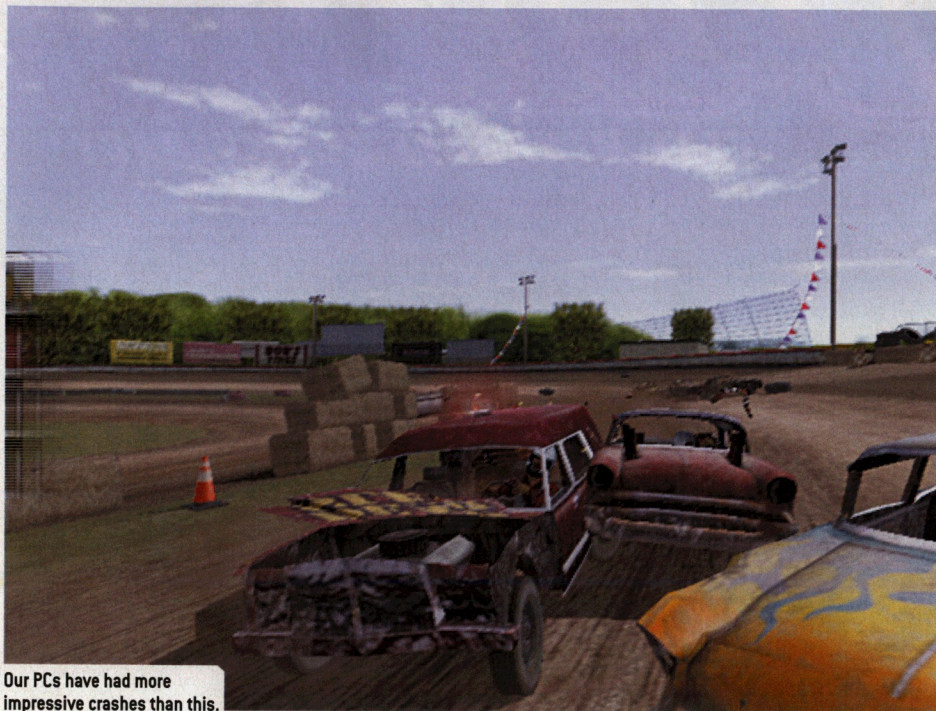
REMOTE VIEWING



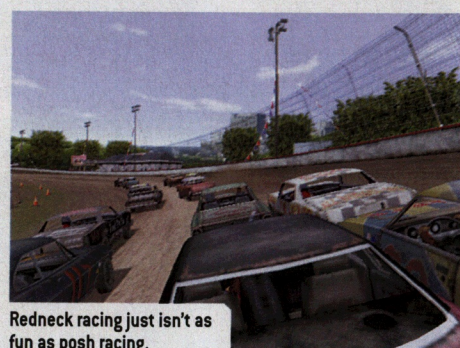
MIND CONTROL

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Our PCs have had more impressive crashes than this.



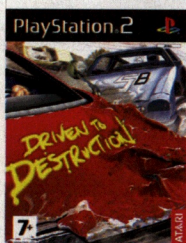
Redneck racing just isn't as fun as posh racing.



It might have felt fun a couple of years ago, but now...

DRIVEN TO DESTRUCTION

That's a pun on the phrase 'driven to distraction'. Which should give you some idea of the quality of the game it's talking about. *Burnout 3* looks to be safe for now.



GAME DETAILS

PUBLISHER: ATARI
DEVELOPER: MONSTER GAMES
OUT: NOW
PRICE: £19.99
PLAYERS: 1-2
ONLINE: NO

Car games were getting boring for a while. Then they went out the back, put on some lippy, did their hair and came back looking fantastic. As a result the driving game catwalk is now populated by supermodels like *Burnout 3*, *Mashed*, *WRC 4*, *Colin McRae Rally 2005* and *TOCA Race Driver 2*.

Driven to Destruction, in the middle of all this beauty, is a bit like Fern Britten gatecrashing a *Playboy* party. It's not going to get much love, because we've got so many better things to get our hands on.

It's all about redneck racing in an unorthodox, destruction derby style. Some of the race ideas are worth a look – the Suicide race, for example, has two sets of cars racing round the track in the opposite direction to each other. Another race has

you smashing trailers off the back of cars, which is also pretty good fun for a while. Other ideas, like racing school buses, were never really going to be that interesting. But the big problem with *Driven to Destruction* isn't what you do – it's how you do it.

You sail blithely around the track, never taking your finger off the accelerate button. Crashes feel oddly muted, cars seem to swivel on their middle rather than using their wheels to steer, and no race ever feels particularly tight. The overall sensation of

moon-walking through treacle isn't helped by the way the Career mode is organised. You drive your banger from your house to the car shop or race track, meaning there's a good thirty seconds of bummer all between every event.

Now, we know that *Driven to Destruction* is only selling for twentyquid. But there are plenty of superior racers you can get your hands on these days for a similar amount of cash. However you put it, the fact remains that it feels like it was made to be played by tranquilised zombies. In fact while you're playing you'll feel safe, cushioned, secure. Which is all wrong. It isn't even very fast. But it's a car racing game, so surely it should be. We're not asking for a *Burnout 3* superturbo boost here. At the end of the day, we just want sixty miles an hour to feel like sixty miles an hour, not a sloth's picnic.

/ JOFF BROWN



Trailer smashing is the best of a bad bunch of races.



It's a bus! Racing around! Oh, our aching sides!



It's classic destruction derby, but it's a bit sluggish.

PSW VERDICT

UPPERS

- Some fun race modes
- Tracks do get better
- Grass-roots racing

DOWNERS

- Brown as poo
- You don't steer, you swivel
- Too s-l-o-o-o-w

GRAPHICS	Nicely detailed, loads of cars, but dull	6
SOUNDS	Awful wailing guitar and car noises	4
GAMEPLAY	There's no challenge here, so why bother?	5

Snoozeworthy driving, totally eclipsed by all the other monster driving titles presently on the course. Get *Burnout 3* instead.

5



GAME DETAILS
PUBLISHER: SEGA
DEVELOPER: TEAM 17
OUT: NOW
PRICE: £39.99
PLAYERS: 1-8
ONLINE: NO

WORMS FORTS: UNDER SIEGE

Those crazy gun-toting insects that everyone loves to hate are back. Again.

Two teams of worms, each armed with long-range weapons, take it in turns to shoot at each other. This tag-packet premise has been the basis of all *Worms* games to date. *Worms Forts: Under Siege* is the latest in the series, and the big new addition this time is a small dose of base-building strategy.

The idea is to oversee the construction of an impenetrable fort. Each of the buildings

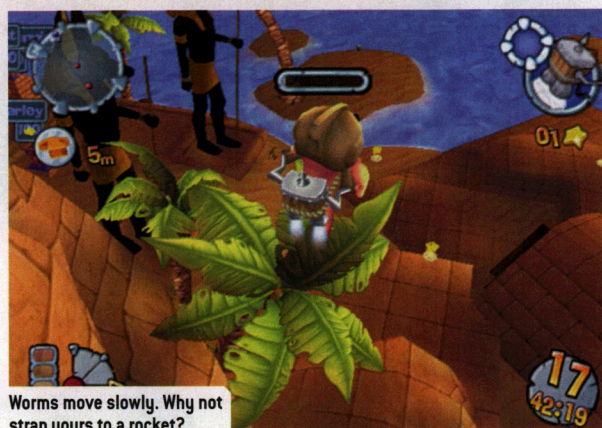
serves a different offensive purpose, forcing you to think about which weapon would be most effective at that given time, and where you'd be best to fire it from.

As always with the *Worms* series, the enjoyment increases every time you introduce a new player, up to a maximum of eight, whereby *Worms: Under Siege* bangs its head on the ceiling of 'Pretty Good Really'. Any fewer than three though and it's something of a chore, the slowing of the pace giving you the time and the space to dwell on the sprinkling of negatives. Like the fact that your worms are bitchy to

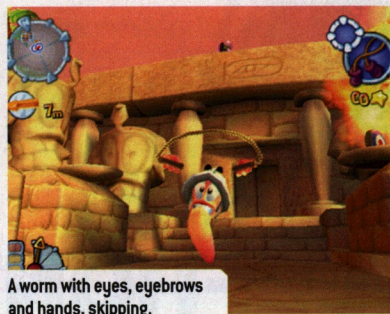
control. Or that the environments, though neatly themed [Egyptian, Greek, Asian and suchlike], are strangely bland and peppered with imagination bald spots.

All of which means that *Worms* has done it yet again: it's updated itself just enough to stay in touch with current trends, without ever looking likely to set any of its own. This begs the question: 'what happens to a worm when it stops treading water?' Join us this time next year to find out.

/ JON BROWN



Worms move slowly. Why not strap yours to a rocket?



A worm with eyes, eyebrows and hands, skipping.

PSW VERDICT	
UPPERS	DOWNERS
Great multiplayer	Slow-moving
Good training missions	Bland levels
Occasionally funny	Sluggish to control
GRAPHICS	Decent characters but empty landscapes
SOUNDS	Typical helium squealings
GAMEPLAY	Good fun, but only with friends
Comes within inches of capturing the imagination. Those who invest won't be disappointed, those who ignore it can hardly be blamed.	
7	

LMA MANAGER 2005

The seminal footy management series looks to go through another season unbeaten. On this evidence it's got a very good chance of doing just that.

If we'd sneakily slotted in the review of last year's version we doubt you would've noticed the difference. The changes and new features in *LMA Manager 2005* are so minimal only the hardest of hardcore fans will notice, while everyone else will just be chuffed to find all the latest transfer stats present and correct. Rooney at Man Utd? Woodgate at Real Madrid? Barry Hayles at Millwall? Yes, yes and, er, yes.

It sounds like it should be as dry as a three-course meal of Weetabix, salt and

crackers, but the game's strength is still the clean menus that make navigating through all those numbers a breeze. Besides, you can leave the dull stuff, such as stadium improvements, to your backroom staff.

Tactical options and transfers – the real meat of any footy management game – are as comprehensive as ever. With the number of leagues now standing at 21, there's even more scope for finding that bargain signing who'll turn your season around.

Our only bone of contention is the 3D

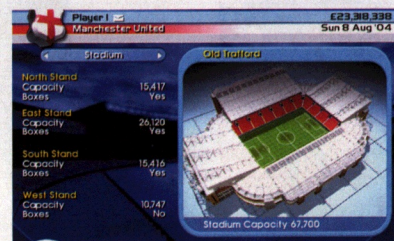
matches. Compared to *Total Club Manager's* use of the *FIFA* engine the graphics are shoddy – it's difficult to gauge if your team isn't playing well because the players are crap or because the football's unrealistic.

With *Championship Manager 5* not entering the title race until March, *LMA Manager 2005* is more essential than ever.

/ JONATHAN TODD



GAME DETAILS
PUBLISHER: CODEMASTERS
DEVELOPER: CODEMASTERS
OUT: NOW
PRICE: £39.99
PLAYERS: 1-2
ONLINE: YES



Don't give the prawn sandwich brigade any excuses.



Arsenal celebrate yet another three points. Yawn.

PSW VERDICT	
UPPERS	DOWNERS
Massively detailed	Unrealistic matches
Up-to-date transfers	Poor graphics
More to it than stats	Weak sound
GRAPHICS	Poor matches, clean menus
SOUNDS	Lacks any big-match atmosphere
GAMEPLAY	Same as before – brilliant
It's getting hard to justify a full price tag when the differences are so minute, yet <i>LMA</i> is still the best footy management money can buy.	
8	



Create your own space battles above Kamino.

ON THE DVD



Looks like your pal has run him over already.



Pick off ground troops in the AT-ST scout walker.

STAR WARS BATTLEFRONT

The fate of the galaxy is at stake in this multiplayer shooter that'll restore your faith in *Star Wars*.



GAME DETAILS

PUBLISHER: ACTIVISION
DEVELOPER: PANDEMIC
OUT: NOW
PRICE: £39.99
PLAYERS: 1-32
ONLINE: YES

We feel good about *Star Wars* again. There was a time there, just after having our childhood memories destroyed by the two prequels, when we actually stopped caring. Things were so bad that it got to the point where we doubted the quality of the original films. The genius of *Battlefront* has changed all that.

The meat of the game is the Historical Campaign mode, which lets you play through either the original trilogy's troubles or the Clone Wars of the prequels. Both have their benefits: in one you can go on a kill-crazy rampage against Ewoks and in the

other you get to exterminate Jar Jar Binks' race. Talk about exorcising demons. Of course, any self-respecting *Star Wars* fans will immediately choose the original trilogy first, purely to rid the galaxy of all things small, cute and furry.

And it instantly feels like *Star Wars* too. Remember how, as a kid, you used to re-enact major battles using those plastic action figures, but couldn't quite do it on the same scale because you only had three Stormtroopers and one of them was missing a leg? Well, playing *Battlefront* is just like that, except now you've got over 200 figures on each side plus all the proper vehicles, spaceships and weapons – which your PS2 handles without any slowdown to the frantic on-screen action either. It'll make you weep joyous tears of nostalgia.



Tuskan Raiders are neutral, so just kill 'em anyway.



You'll need to order your troops to provide backup.



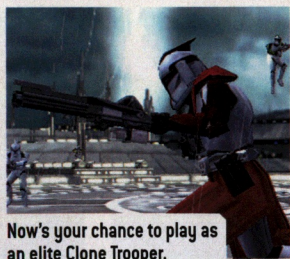
Dave Stormtrooper. With his little brother, Nigel.

REBEL ROUSER

Five cool things you must do in *Battlefront*



The Speeder Bike's controls are very sensitive.



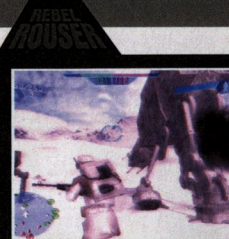
Now's your chance to play as an elite Clone Trooper.



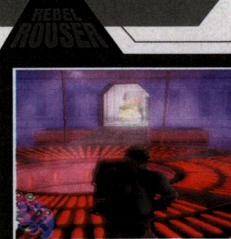
Watch out for the hungry Sarlacc's tentacles.



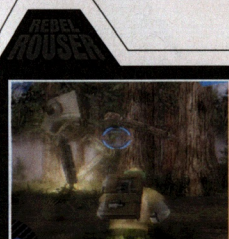
Join three mates to pilot an Imperial skiff



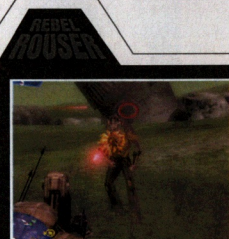
Take down an AT-AT single-handed on Hoth



Visit the carbon-freezing chamber on Cloud City



Set traps for AT-STs and Speeder Bikes on Endor



Annihilate Jar Jar Binks' Gungan race on Naboo

COMMAND AND CONQUER

Take the battle of Hoth. It's the highlight of *The Empire Strikes Back* and quite possibly all five films to date, so unsurprisingly it's terrific to play as well. Take control of the Rebels and you've got access to Snowspeeders complete with tow cables for wrapping around the legs of an AT-AT. Tauntauns are also on hand to ferry you across the battlefield quicker, and all those mounted cannons near the base that the

ground troops used in the movie. Play as the Imperials and you can blast away at the fleeing Rebels in a powerful AT-AT or AT-ST. We defy anyone to resist shooting a helpless Tauntaun too – not for its warm blubber, just because you can.

You've got to hand it to the developers, because they've even made the set-pieces from the prequels massively exciting. You know how it was difficult to tell what was going on during the final battle in

Attack of the Clones, while a lot of the effects looked static?

Not so here. The war on Geonosis is outstanding, with hundreds of Clone



Laugh it up furball. You're going down next.



You're screwed if the AT-ATs destroy your turrets.

Troopers and arachnid-like droids clashing head-on. There are no hiding places and no camping spots, just miles and miles of open desert and rocky terrain.

YOU REBEL SCUM

Only a couple of levels fall flat. The battle on Yavin 4, set between *Star Wars* and *The Empire Strikes Back*, proves that a) the game is better when you're fighting in more open spaces and b) that it isn't as good when you don't have lots of vehicles to choose from. Kamino, the planet where Obi-Wan fought Jango Fett in *Attack of the Clones*, can't fail to be atmospheric with all that rain and lightning, but its series of circular platforms where each command post is located funnels in the action until the level deteriorates into a sniper standoff on the narrow bridges connecting them.

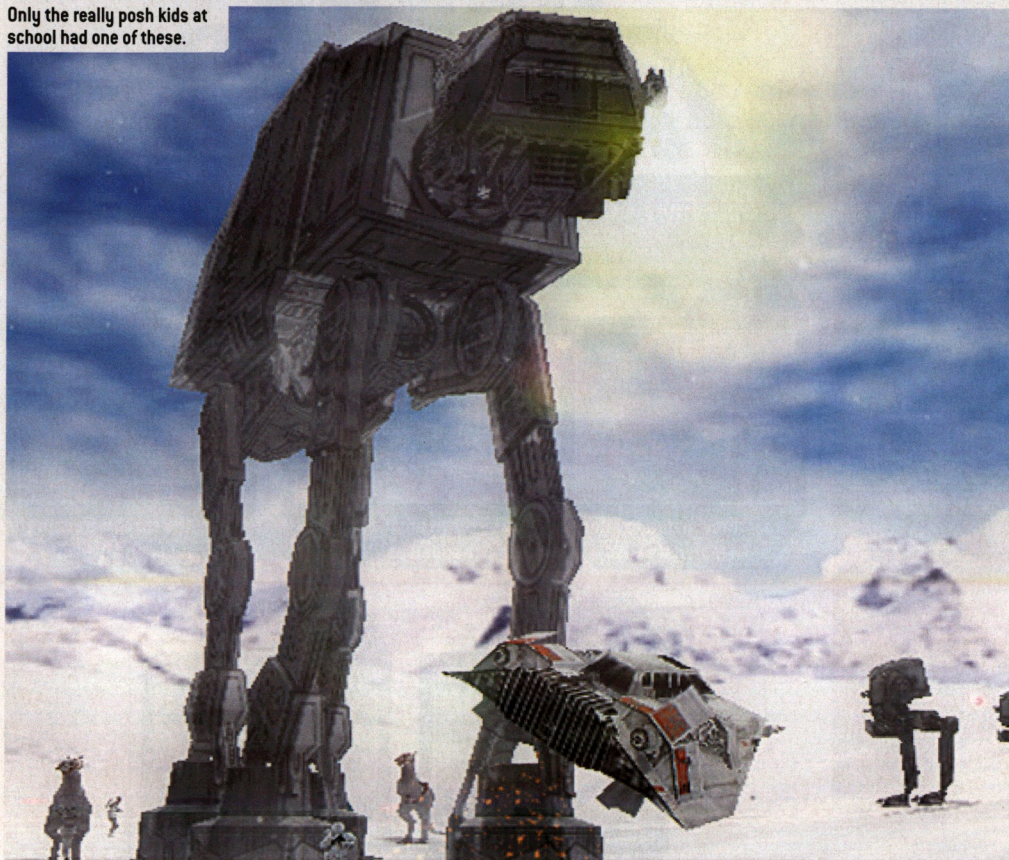


It's difficult to successfully take a command post.



REVIEWS

Only the really posh kids at school had one of these.



"The war on Geonosis is outstanding, with hundreds of Clone Troopers and arachnid-like droids clashing head-on."

I HAVE YOU NOW

Regardless of which side you play on, the objective of each map is always to claim these command posts from the other team to stop their reinforcements from spawning in. Easier said than done. To gain control you must stand within a certain range of them until a meter slowly drains of your enemy's red colour to neutral white and then fills with your team's green colour instead – all while fighting off opponents who don't want to lose the post.

You'll find that some enemies will sneakily spawn in behind you at the last second just before control is lost, which is a little annoying when you've worked so hard to reach the command post. Still, that's

what teamwork and communication is for, and even in the single-player game you can give orders for troops to follow you and hold their position. Some maps also feature controllable neutral posts belonging to another faction, such as the Tuskan Raiders on Tatooine who'll kill both Rebels and Imperials. These are worth taking over too, because the more command posts you own, the more choice of spawn points you have when re-entering a battle. It's a way of letting you advance through the map.



Run riot within the Gungans shield generator.



Speeder Bikes are equipped with powerful laser guns.



Count Dooku rallies the troops while they take over a base.



Keep back while the AT-ST does its business.

TREMOR IN THE FORCE

On certain missions you're joined by powerful bonus characters who might just be familiar. Who better to have by your side in a siege on Mos Eisley than Darth Vader himself deflecting laser blasts with his Lightsaber and cutting everyone to shreds? There's also Count Dooku slashing away at Wookiees on their home planet of Kashyyyk and Mace Windu battling droids on Geonosis among other famous faces from the films. They do tend to tip the balance a little bit too much in your favour (and we've no idea why Vader would directly participate in a battle), but it's worth it just to hear Vader's heavy breathing if you get close enough.

These hero characters are better suited to the Galactic Conquest mode. The aim here is to conquer one planet at a time, with the winner choosing where to attack next.



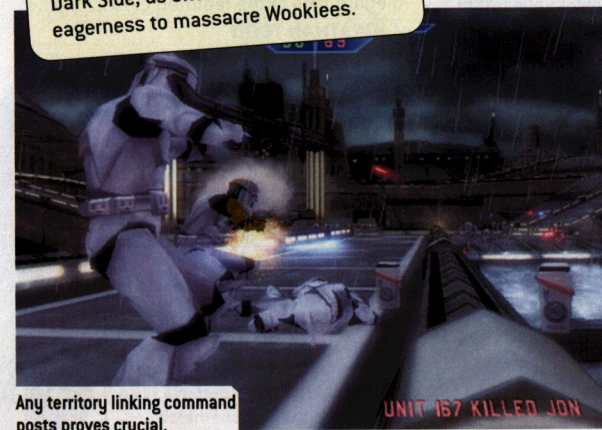
Kamino is where the clone army was created.



Blast it to bits before it puts up a defensive shield.



142 troops plays 92 troops. Sorry, that'll be 91 now.



Any territory linking command posts proves crucial.

UNIT 167 KILLED JON



Getting blown up by a grenade is the commonest death.



Clear the gun placements first on Tatooine.

For every battle won you receive bonuses such as Vader's help on Tatooine. Four victories grants a special bonus such as the Death Star destroying a Rebel planet in one go. Like the Historical Campaign it's not quite as much fun playing on your own, but get two evenly matched teams going at it in multiplayer and you could be there all night as the number of conquered planets swings to and fro.

If we're being picky then the choice of units could have been a little more wide-ranging. At first glance it seems as if you're getting plenty, with four or five characters

to pick from for the Alliance, Imperial, Republic and Separatist factions. However, their weapons and skills are very similar, so all you really get is a standard grunt, a sniper, a heavy gunner and a pilot who doubles as an engineer. And unless you're working with networked mates, most are too limited to play as for a long time.

As a multiplayer game *Battlefront* is a perfect ten. Only the slightly hollow feeling you get from beating bots in the single-player game brings it down to a nine. It's telling that in the single-player game you can die immediately, sit out the rest of the mission and your team will still win without you. That aside, this is one of the best games of the year so far. The Force has finally returned to *Star Wars*.

/ JONATHAN TODD



Land craft are slow and cumbersome, but deadly.

PSW VERDICT	
UPPERS	DOWNERS
- Like watching the films - Pilot <i>Star Wars</i> vehicles - Superb sound effects	- Clone wars not as hot - You die a lot - Units very similar
GRAPHICS	Not too much detail is sacrificed
SOUNDS	Fantastic music and sound effects
GAMEPLAY	Great single-player, brilliant multiplayer
In both single-player and multiplayer mode <i>Battlefront</i> is a superb arcade shooter – by far the best <i>Star Wars</i> game on PS2 to date.	
9	



The goalie's left exposed by this speculative far post curler.



He's getting on a bit now. No wonder he's knackered.



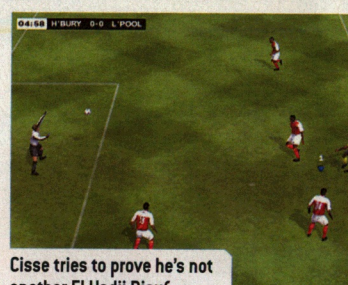
Who needs Michael Owen when Baros can tap them in.



Without Woodgate the Toon look sloppy on set-pieces.



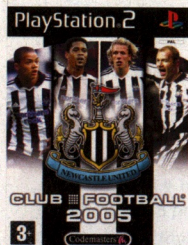
He's getting on a bit now. No wonder he's knackered.



Cisse tries to prove he's not another El Hadji Diouf.

CLUB FOOTBALL 2005

Your luck's in if you support one of the big-hitting Premiership teams. There's even something for Tottenham, Aston Villa and Birmingham fans.



GAME DETAILS
PUBLISHER: CODEMASTERS
DEVELOPER: CODEMASTERS
OUT: NOW
PRICE: £29.99
PLAYERS: 1-2
ONLINE: NO

For supporters of the teams involved, these games are as essential a piece of merchandise as branded Y-fronts or a lump of mud from the pitch. The range is extended this season to include Newcastle, Birmingham and Spurs, but there are also a few changes on the pitch that fans of *Club Football 2004* might not necessarily welcome quite as much.

The pace is noticeably quicker than last year's edition. Admirably so and even breathless at times, but sometimes it feels like you're playing a game of pinball rather than stroking the ball around. Passes often don't go to where you intended (a simple

roll to a team-mate stood five yards away tends to be overlooked in favour of a complex 20-yard angled pass) and the ball thuds around like it's made of lead.

There's never that same feeling of control you get with *Pro Evolution Soccer*. Tackling is a mystery; your players are rarely able to get close enough to their opponents to stop them from putting a pass, cross or shot in, while the 'block' button seems to have very little effect. Shooting is a similarly random affair, with PS2-controlled 'keepers pulling off impossible saves, even when you've smacked it with all your might towards the top right-hand corner from six yards out.

When you do score it's more by luck than judgement. We're not advocating a sweet spot from which you can hit the back of the net every time, but at least in the *Pro Evolution Soccer* games you can impose

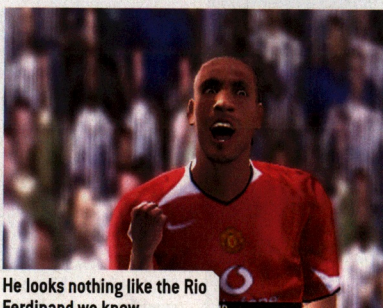
your own attacking style and play with a greater sense of purpose, whether that be putting in crosses from the wings or playing killer, defence-splitting balls right through the heart of the back line.

Club Football isn't a waste of time by any means though. Barring a few tweaks that have thrown this version off balance, this is the same game as *England International Football* – and that was pretty decent. Putting yourself in the game and calling for the ball works well, while the Scenarios mode will doubtless rekindle some fond memories. There are also plenty of custom competitions if you want to play as another team. Ultimately though, this is really for diehard fans of the featured clubs.

/ JONATHAN TODD



The best-supported team? Not with that cardboard crowd.



He looks nothing like the Rio Ferdinand we know.

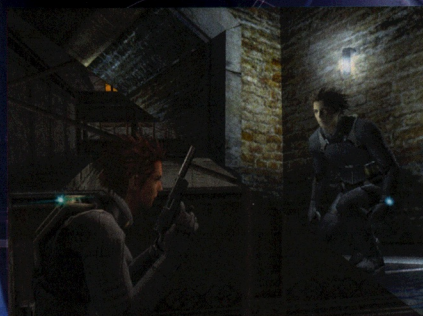
PSW VERDICT	
UPPERS	DOWNERS
➤ Put yourself in the game	➤ Pinball passing
➤ Classic scenarios	➤ Tackling too difficult
➤ Official club branding	➤ Superhuman 'keepers
GRAPHICS	Some of the likenesses aren't great
SOUNDS	Authentic crowd chants for each club
GAMEPLAY	Fast and furious. Sometimes too much so
Plays a decent game of footy without breaking sweat, but you feel it could be much better. A good alternative to <i>FIFA</i> nonetheless.	
6	

PSW:(August 2004)
"Five-star sneak-em-up."

GamesDomain:
"The full list of gadgets and gimmickry in Sammy's forthcoming
Spy Fiction may out-gear Metal Gear Solid."

SPY FICTION

OUT NOW



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Cobra delivering a massive flaming kick. Nasty business.

That has to hurt. Really hurt. Not like stubbing your toe.



That was me. Sorry, I've been ill. Ooh, that's really bad.



It's all highly realistic. No, it is. We can do that. Honest.



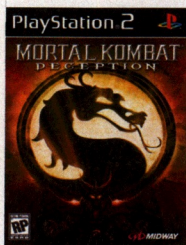
I'm the god of fire and I bring you... Disco! Let's move!

There are huge extra weapons dotted about the levels. Blam.



MORTAL KOMBAT: DECEPTION

It's the bloodiest, most painful and most gruesome PS2 game ever made. And that's just the chess bit...



GAME DETAILS

PUBLISHER: MIDWAY
DEVELOPER: MIDWAY
OUT: NOVEMBER
PRICE: £39.99
PLAYERS: 1-2
ONLINE: YES

This is not a game for delicate or sensitive gamers. If your favourite game is say, *Barbie's Horse Adventure*, then it's probably best that you look away now. If the police were here now, they would've erected tape around the incident and be ushering people away with a calming, "Move along, move along, nothing to see here". But they would be lying.

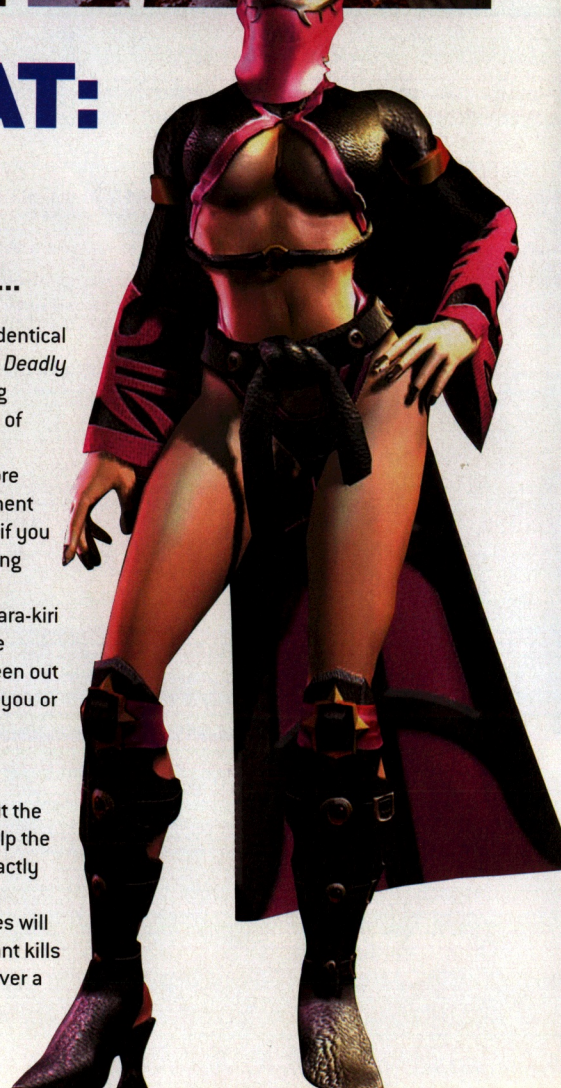
Mortal Kombat: Deception is full of blood and guts and gore and blood and filth and teeth and tusks and knives and axes and swords and blood. There are oddly coloured, obscenely busty women wearing outfits you could swallow without needing a glass of water and one of the characters can even kill you with a fart. This is not sophisticated entertainment. Drinking twelve pints of lager and eating a madras while wearing a Ben Sherman shirt tucked into your chinos is like opera, fine wine and Shakespeare compared to the rough and tumble of *Mortal Kombat: Deception*.



The fighting system is basically identical to the previous title, *Mortal Kombat: Deadly Alliance*, the main differences during regular fights being the introduction of multiple fatalities and multi-tiered, interactive arenas. Now you can score instant kills by knocking your opponent into death traps and off ledges, and if you don't fancy being on the receiving end of one of the game's new fatalities, you can commit hara-kiri and deny your opponent the pleasure of ripping your spleen out through your knee, spitting at you or something equally unpleasant.

MEAT PUPPETS

The multi-tiered stages are pretty but the instant kill concept doesn't really help the gameplay. Without both knowing exactly where the death traps are and being completely familiar with which moves will send your opponent into them, instant kills happen randomly, and random is never a



YOU PUT YOUR WHAT WHERE?

Konquest mode is a bit of a departure for fighting games. Here's how it works.



YOU RUN ABOUT

It's a free-roaming adventure so you're free to go where you please. There's a surprisingly big world to explore out there in your quest to please the Elder Gods.



YOU FIGHT A MAN

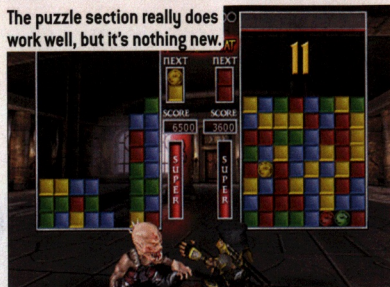
You learn new moves from teachers, become familiar with every fighting style in the game and pick up new tricks and tactics. All very useful when it comes to duffing people up.



YOU COLLECT COINS

There are about a billion unlockable things in the Krypt – production stills, extra costumes, characters, levels. To get your hands on them you need coins. This is where you find them.

The puzzle section really does work well, but it's nothing new.



Multi level arenas in action. Oh and lots of dangling corpses.



Mortal Kombat chess? That's just the wrongest thing ever.



All the classic characters and moves make a reappearance.



Being punched on the beach by a drunk. Mortal Kombat: Ibiza.

good thing when it comes to fighting games. Completely dominating your opponent only to lose on the basis of one lucky hit is frustrating to the point of pulling out a knife and cutting off your own head.

While the fighting hasn't moved on very far, there's plenty to do besides punching ladies in the throat. The new Puzzle Kombat mode is a carbon copy of Capcom's brilliant *Puzzle Fighter* game. And Chess Kombat is basically, well, chess, but with special moves and added violence. While Chess Kombat seems needlessly complex and almost wilfully bizarre, Puzzle Kombat is a joy, mostly because it's a direct copy of an established and quite brilliant game. Seeing all the *Mortal Kombat* regulars, drawn in super deformed style, duking it out at the bottom of the screen is a charming touch. Well, if a demon stoving in bloke's head with an axe can be considered charming, that is.

TREASURE HUNT

The Konquest mode is also new and invites you to take on a quest to discover some strangely named ancient artefact, learning new fighting skills along the way. It's a pretty basic affair, mostly consisting of running vast distances trying to find coins, or talking to

villagers and suchlike in ponderous cut-scenes. It'll take a fair old while to complete and links in with the online mode, but it's just too simple and half-hearted to really grab the attention. A brave direction for the fighting series but it needs more work if it's going to be truly enjoyable.

Overall, *Mortal Kombat: Deception* is fun and there's a lifetime of stuff to do, especially online. But sadly, despite all that, the basic fighting engine has barely changed and is just too imprecise to make this worth playing for anyone except those seeking the simplest of experiences. Sure, you can have a great laugh with the over-the-top goretacular madness, but the instant kills, lack of balance and vague, woolly feeling all conspire to slip this way down the list of fighting greats. There are some incredible fighting games on the PS2. Online or not, this really isn't one of them.

/ MARK SORRELL



PSW VERDICT

UPPERS	DOWNERS
➤ Amusingly stupid	➤ Random deaths
➤ Lots to see and do	➤ Poor fighting
➤ Simple to play	➤ Few innovations

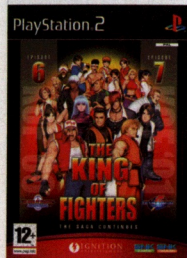
GRAPHICS	Above average and blood-caked	8
SOUNDS	Comical voice acting	5
GAMEPLAY	Basic fun but very frustrating	7

Simple fighting padded out with daft mini-games results in a lack of focus. The gameplay needs a lot of polish, but it's fun in a brutal way.

7

KING OF FIGHTERS 2000/2001

Vintage scrapping for hardcore pugilists and 2D beat 'em up anoraks.



GAME DETAILS

PUBLISHER: IGNITION
DEVELOPER: SNK
OUT: NOVEMBER
PRICE: £19.99
PLAYERS: 1-2
ONLINE: NO

Christ! What's this doing on PS2? First Capcom hit us with every *Street Fighter* game ever with the release of *Hyper Street Fighter 2: The Anniversary Edition*, and now SNK has decided that *King of Fighters* deserves the same treatment. But, to be perfectly frank, it doesn't.

Ever since *Street Fighter 2* hit the streets in 1992, the *King of Fighters* series has done an admirable job of keeping up with the Capcom classic and mimicking the 2D

mix of massive combos and bonkers Japanese characters. *King of Fighters* has never been quite as good, however, and developer SNK always waited for Capcom to make the next move before announcing a sequel. After countless sequels, seasonal updates and remakes, nothing has changed apart from the odd costume colour or character hairdo. This '2000' edition wouldn't really have looked out of place in an arcade ten years ago.



Similarities to *Street Fighter* abound throughout the game.



Fan-favourite Terry busts one of his special moves.

King of Fighters 2000/2001 is a solid enough game but it isn't likely to appeal to anyone apart from the most hardcore fighting game fetishists and even then, it's just rather unhealthy nostalgia. We recommend waiting until the 'new' fully 3D *King of Fighters: Maximum Impact* arrives and asks *Tekken 5* to step outside.

/ RICHARD MELVILLE

PSW VERDICT

UPPERS

- Tried and tested
- Loads of characters
- Great Vs Modes

DOWNERS

- It looks like cardboard
- It's 10 years old
- Dull in single player

GRAPHICS Reassuringly old school

SOUNDS Straight from 1994

GAMEPLAY Tried and tested

Not as polished or as familiar as *Hyper Street Fighter 2: The Anniversary Edition* which, in a head to head, would win with a knockout.

5



GAME DETAILS

PUBLISHER: MIDWAY
DEVELOPER: MIDWAY
OUT: NOW
PRICE: £14.99
PLAYERS: 1-4
ONLINE: NO

MIDWAY ARCADE TREASURES 2

Back in 1991, you had to brave your scuzzy town arcade to play these classic games.

The premise of *Midway Arcade Treasures 2* is simple. You get 20 old arcade games for £14.99. These aren't any old games however – these are the games that shaped the games you play today. Or at least gave Midway some sequel ideas.

You get the first three versions of *Mortal*

Kombat [the 2004 *Deception* version is reviewed on p88] along with *Spy Hunter 2* and *Narc*. All of these old arcade games should be familiar to you. You may have seen them first time around or perhaps realised that Midway is still developing proper PS2 sequels today.

As a slice of history, *Midway Arcade Treasures 2* is great, and as a game it lands just on the right side of gaming necrophilia. These games are from the 90s which means they look good enough to be played today without rose tinted specs. The four

player maze war of *Gauntlet 2* is superb, while birds-eye police racer *A.P.B.* planted the seeds of *GTA* in the minds of Rockstar.

The dregs include a bizarre post *Mortal Kombat* fighter featuring dinosaurs and some experimental 3D racers. Finding the diamonds among the dirt is easy and the pocket-money price tag makes *Midway Arcade Treasures 2* essential for all but the most jaded games fan.

/ RICHARD MELVILLE



The original *Mortal Kombat*; no chess or puzzles here.

PSW VERDICT

UPPERS

- *Gauntlet 2*
- *A.P.B.*
- *Spyhunter 2*

DOWNERS

- *Primal Rage*
- *Pit Fighter*
- *Cyberball 2072*

GRAPHICS Think Amiga 500 standard

SOUNDS Think Casio keyboards

GAMEPLAY Massively varied – there's loads here

A lucky dip of games with a direct split between gaming gold and gaming garbage. Sort the trash and the classics are timeless.

7

FATE IS NEVER FINAL



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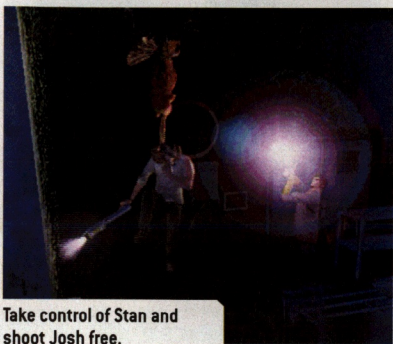
UBISOFT

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Vents contain some of the better shock moments.

7/45



Take control of Stan and shoot Josh free.



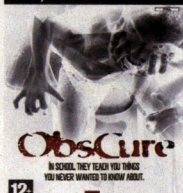
The janitor comes to a very sticky end.



OBSCURE

It's survival horror for the MTV generation – and that's the scariest thing about it. Otherwise, it's *Resident Evil* all over again, only set in a school.

PlayStation 2

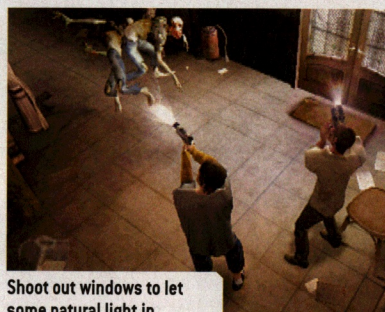


GAME DETAILS

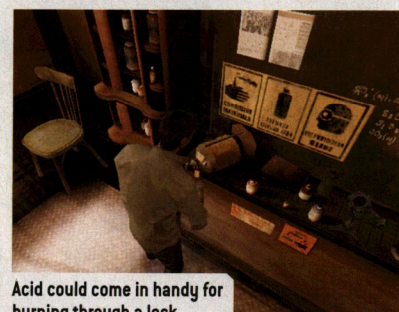
PUBLISHER: UBISOFT
DEVELOPER: HYDRATION
OUT: NOW
PRICE: £39.99
PLAYERS: 1-2
ONLINE: NO

The makers of teen horror flick *The Faculty* should sue. Not only does *Obscure* rip off the story (a bunch of squabbling teens discover their teachers and fellow pupils might not be human and then get trapped in the school), but one of the characters looks exactly like Josh Hartnett. Perhaps he should get on to his lawyers as well.

Much like the film it apes *Obscure* is pitched squarely at a younger audience who want their scares in short sharp bursts rather than the slow-burning atmosphere of, say, the deliberately obscure *Silent Hill* games. In this respect *Obscure* is like a kind of junior *Resident Evil*, with little build-up to the admittedly effective shocks and lots of wandering around searching for glinting items that you need to pick up in order to progress. Heck, there's even the same



Shoot out windows to let some natural light in.



Acid could come in handy for burning through a lock.

annoying cinematic whenever you crank open a door. Welcome back to 1996, folks.

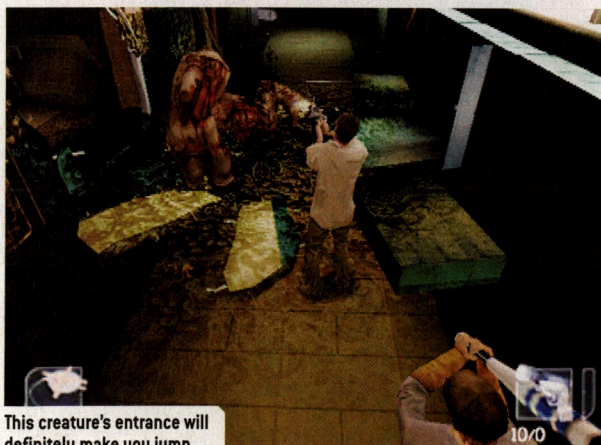
Things look very promising initially. The opening level is genuinely scary; all weird noises and half-seen slimy things on the walls that your torch doesn't quite pick up, but it's one that the rest of the game never lives up to. When they finally show up, the monsters look a bit pathetic though. When you can make them out, that is. And not nearly enough is made of the idea that they can be killed by creating a light source by breaking boarded windows or suchlike.

The same is true of switching control between the five pupils. You can choose one character to tag along with you and each has a special skill such as picking locks or healing. In truth it doesn't really matter who you control or take because they're all able to perform the same skills anyway – just a bit less effectively or slower than the natural specialist. The only standout is Josh, who can tell you if you missed a clue in every room, an ability that

also makes the puzzle-solving side of the game far too easy.

Obscure feels like a missed opportunity. It's got an intriguing story, a cool way of killing enemies and the character-switching hasn't been done in a survival horror game before. Yet for all its promise it never quite comes together as it should. And just when you think it might get going it ends.

/ JONATHAN TODD.



This creature's entrance will definitely make you jump.

10/10

PSW VERDICT	
UPPERS	DOWNERS
➤ Plays like an adventure	➤ Watered down horror
➤ Some good shocks	➤ Too short
➤ Little backtracking	➤ Rubbish monsters
GRAPHICS	Decent monster effects, but that's it
SOUNDS	Nowhere near as good as <i>Silent Hill</i>
GAMEPLAY	More adventure than survival horror
Not scary enough, not challenging enough and too short. One or two standout moments offer glimpses of what it could have been.	
6	

METAL SLUG 3

A misguided ramble into gaming's best-forgotten past. Come, join us as we consign the age of two dimensions to history's trash can. Somebody has to make a stand.

Metal Slug 3 doesn't care whether you like it or not. Truly, it doesn't. Hence the unkempt appearance, the violent mood swings and the constant, incessant, nerve-pinging SHOUTING.

You'd think, with so many guests due to arrive at any moment, *Metal Slug 3* could've at least taken the time to drag a comb through its thinning hair. Sadly not. As it answers the door it looks weathered and worn – the years having been exceedingly unkind to this arcade OAP.

In terms of gameplay it fares a little better, or at least it does for the opening 30 or so minutes. You're running, you're shooting, you're dying, re-starting, swearing, locking, loading, re-loading and dying again. It's all very 'We Love 1986'. And then *Metal Slug 3*'s shrill, lunatic howl begins to grate somewhat. The problem, it soon becomes clear, is that it just doesn't know when to stop. At times you pine for a break from the action; with *Metal Slug 3* too dumb to respond.

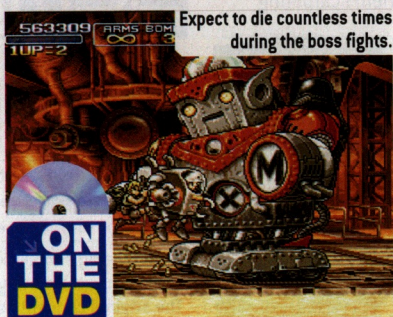
The arrival of a second player is both a blessing and curse; a blessing in that it makes you realise that it's not just you, *Metal Slug 3* really is that hard, a curse because it cranks up the on-screen mayhem to a near impossible degree. Stupid, simple 10p fun in controlled bursts, too much *Metal Slug 3* soon becomes tedious in the extreme. **** off grandad.

/ JON BROWN

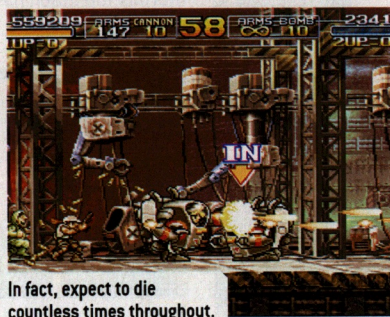


GAME DETAILS

PUBLISHER: IGNITION
DEVELOPER: SNK
OUT: OCTOBER
PRICE: £19.99
PLAYERS: 1-2
ONLINE: NO



Expect to die countless times during the boss fights.



In fact, expect to die countless times throughout.

PSW VERDICT

UPPERS

- Mindless and impulsive
- Charmingly basic
- Retro cool

DOWNERS

- Mindless and moronic
- Confusing in two-player
- Sickeningly basic

GRAPHICS	Nice characters, if overly chunky	6
SOUNDS	Chugging explosions, mumbled tunes	5
GAMEPLAY	You'll crawl away within the hour	5

Even a budget price tag can't quite excuse *Metal Slug 3*'s many bad habits. Those in search of retro laffs should go elsewhere.

5



GAME DETAILS

PUBLISHER: EA
DEVELOPER: EA
OUT: NOW
PRICE: £39.99
PLAYERS: 1-4
ONLINE: YES

NHL 2005

To be honest, we couldn't really give much of a stuff about ice hockey either. But when games are as well-made as this we'll leave our prejudice aside.

We're confused. We didn't have a clue what we were supposed to be doing or who was in possession of the puck half of the time, but we strangely enjoyed *NHL 2005*. To our untrained eye it looks exactly the same as last year's game, but we were confused and entertained by that one too so it's probably more to do with us.

From what we can gather, the initially complex rules boil down to thwacking the puck into your opponent's net as often as possible and starting fights. Oddly though, it's often the battered loser who's sent to the sin bin while the victor gets away scot-free. Best of all, slamming a player into the plexi-glass barrier is both encouraged and accompanied by a satisfying thud. The animation is superb throughout and you won't tire of seeing replays of the biggest bruisers throwing their weight around.

Even on the easiest difficulty setting it's extremely fast and pretty difficult to score.

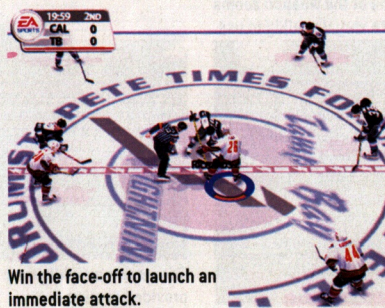
You have to place shots to beat the 'keepers rather than simply holding down one of the shoot buttons and hoping for the best.

With all the different rules and moves, the game (or the UK version at least) is crying out for a playable tutorial or even just a chance to practise important plays such as face-offs. But then if you're going to buy an ice hockey game in the first place you've got to be a dedicated fan and know what you're doing. Haven't you?

/ JONATHAN TODD



It's the guy on the receiving end who'll be sin-binned.



Win the face-off to launch an immediate attack.

PSW VERDICT

UPPERS

- Super fast and slick
- Excellent animation
- Loads of play options

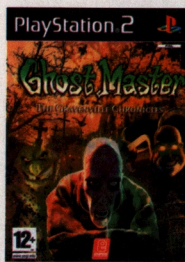
DOWNERS

- No playable tutorial
- More luck than skill
- It's only ice hockey

GRAPHICS	Big, chunky characters	8
SOUNDS	Good commentary, crunching challenges	9
GAMEPLAY	Tons of modes and confusingly fast	8

Never seems realistic enough, but for starting fights and taking potshots *NHL 2005* wins the face-off against *ESPN NHL Hockey*.

8



GAME DETAILS
PUBLISHER: EMPIRE
DEVELOPER: SICK PUPPIES
OUT: NOW
PRICE: £29.99
PLAYERS: 1
ONLINE: NO

GHOST MASTER: THE GRAVENVILLE CHRONICLES

Take control of an army of ghosts and use their unique abilities to scare the living bejesus out of the hapless mortals trying to peacefully co-exist in your vicinity.

Ghost Master plays like a spooked-out strategic version on *The Sims*. There's the same cartoony visuals and kooky humour, but this time you're in control of ghosts rather than bland American suburbanites.

You use these ghosts to scare the mortals who populate each level and

manipulate them into unwittingly doing your bidding. To do this you'll need to utilise the unique properties of each ghost. The puzzles don't get much more taxing than finding the right ghost for each job though.

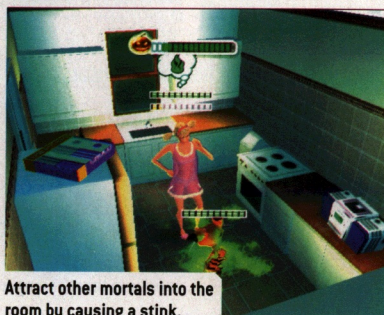
Some enemy characters, such as witches and priests, are resistant to your powers and can actually harm your ghosts; missions are often set against the clock; using a power costs plasm; and frightening mortals too much has them scarping

altogether. It's not quite the slow-paced strategy game you might expect. Neither is it especially exciting or as engaging as it could be. You'll have mastered all there is to know about managing your team three or four missions in, making the rest of the game feel very repetitive and a bit of a chore. Pleasant, but hardly essential.

/ JONATHAN TODD



That's one way to get a couch potato to move her ass.



Attract other mortals into the room by causing a stink.

PSW VERDICT

UPPERS	DOWNERS
Great premise	Too short
Loads of powers	A bit simplistic
Bright and colourful	Gets repetitive
GRAPHICS Colourful, but horribly outdated	5
SOUNDS Music and speech can be muted	5
GAMEPLAY Easy to get the hang of, but repetitive	6

An agreeably simplistic strategy game that whiles away the hours. The original concept had more potential than this though.

6

VIETCONG: PURPLE HAZE

Never mind the purple haze. Playing this game will cause the red mist to descend.



GAME DETAILS
PUBLISHER: TAKE 2
DEVELOPER: PTERODON
OUT: NOW
PRICE: £39.99
PLAYERS: 1
ONLINE: NO

The Vietnam war fad of recent months has surely run its course with this below-par shooter. Combining missions from the 18 month-old PC game with a couple of extra levels exclusive to PS2, *Vietcong* shows its age like one of those self-satisfied grunts people who are getting on a bit make when they sit down in a comfy chair.

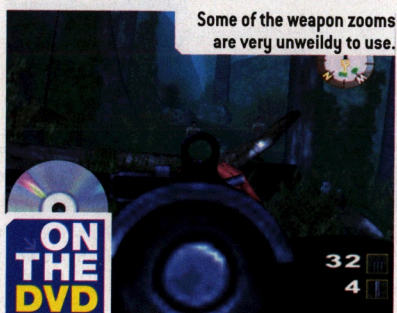
The graphics are horribly outdated, all blocky greens and browns with rock-solid foliage that doesn't bend when you walk through it. It's uglier than watching Rik Waller in a pie-eating contest and is further proof that PS2 is rubbish at doing jungles.

Such shoddiness extends to your squad-mates too. You're supposed to let the point-man take the lead while keeping the medic, heavy gunner and radioman close for support. This is easier said than done, as your men proceed to get in each other's way, physically merge in to one another's bodies and jump up and down for no apparent reason. You're never quite sure whether your point-man is over-excited because he's spotted an enemy, or because he's having another fit. Not to worry because the unnaturally superb marksmanship of unseen enemies means

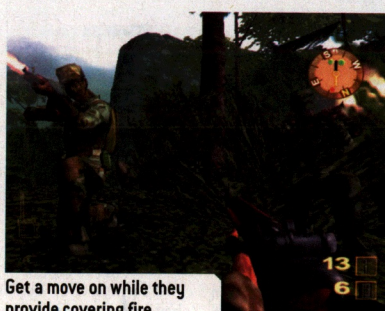
that he'll soon be dead anyway.

With a lot more care and attention this could have been a solid enough shooter. Creeping through the jungle keeping one eye on the ground for traps and the other on any signs of movement in the trees can't fail to be atmospheric. But it's just not enough to shake the fact that you're far better off opting for the better realism and gameplay of *Shellshock: Nam '67* instead.

/ JONATHAN TODD



Some of the weapon zooms are very unwieldy to use.



Get a move on while they provide covering fire.

PSW VERDICT

UPPERS	DOWNERS
Plenty of missions	A real eyesore
Good atmosphere	Poor squad behaviour
Cool soundtrack	Enemies are too hard.
GRAPHICS Really very ugly indeed	4
SOUNDS Good effects and tunes	7
GAMEPLAY Let down by odd squad behaviour	5

Graphics and sloppy team tactics feel half-finished and ruin any glimmer of enjoyment. Seek out *Shellshock: Nam '67* instead.

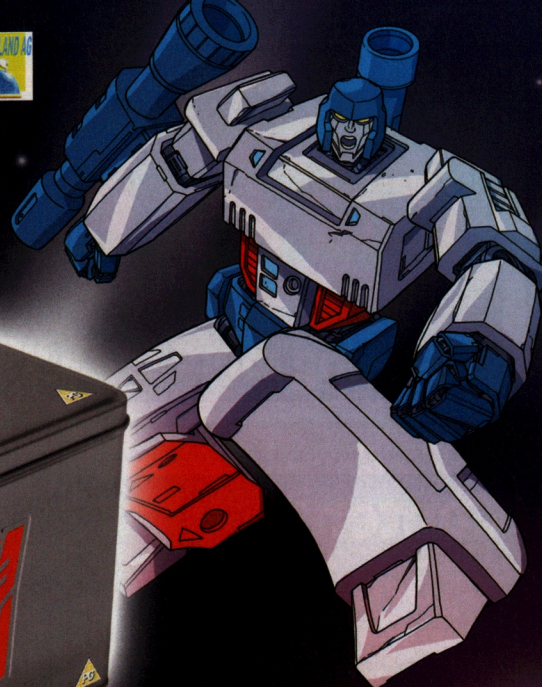
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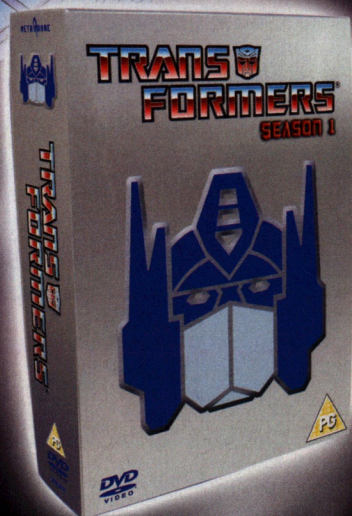
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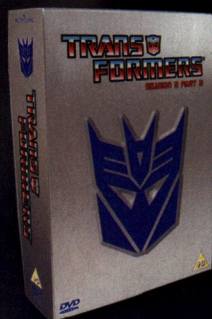
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The games that are most deserving of all your dosh.



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ON THE DVD

The biggest games always come to PSW first. Here's the proof.



>SPECIAL FEATURE

KILLZONE

See what the trenches, cities and research facilities of the future look like after they've been shot to bits by baldy mentalists from space. We present for your unadulterated gaming arousal three individually-wrapped gameplay sections, showing all the hottest Helghast blasting action and giving you an unmistakable taste of that sharp, bleak, tense, action-packed, slightly chicken-tasting *Killzone* flavour. Lap it up now while it's hot from your shiny, sparkling PSW disc. it's amazing plus ten, and then a little bit more amazing all over again!



>REVIEW

DEF JAM FIGHT FOR NY

See rap stars bashing each other's heads to bit on your own television screen. Incredible value!



>SPECIAL FEATURE

NEED FOR SPEED UNDERGROUND 2

Put stupid mods on ever more stunning motors. See the future of car fiddling. Yes!



>EXCLUSIVE

PROJECT: SNOWBLIND

More colourful than parrot salad and more violent than a bucket of lions, *Snowblind*'s set to awe you.



>EXCLUSIVE

TOM CLANCY'S GHOST RECON 2

See all the action from the latest soldier sim to come the fevered imagination of Tom Clancy.



>REVIEW

SMACKDOWN! VS RAW

Men fighting in car parks, men fighting in arenas and ladies fighting in their pants. Essential!



DISC IN FULL

SPECIAL FEATURES

Killzone
Need for Speed Underground 2

EXCLUSIVES

The Getaway Black Monday
The Lord of the Rings, The Third Age
WWE SmackDown! Vs Raw
Ghost Recon 2
Shadow Hearts: Covenant
Project: Snowblind
Prince of Persia Warrior Within

NEWS

Destroy All Humans
LA Rush
Get On Da Mic
Robotech 2
Outlaw Golf 2
Oddworld Stranger

PREVIEWS

WRC 4
EyeToy: Play 2
Ratchet and Clank 3
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Crash Twinsanity
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REVIEWS

Mortal Kombat: Deception
Def Jam Fight for NY
FIFA Football 2005
Vietcong: Purple Haze
Star Wars Battlefront
Spy Fiction



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DIALOGUE

A therapeutic venting of opinion on the issues that matter. And some that don't.



Letter of the month



KILLEDZONE?

I recently bought a PlayStation2, although I've had an Xbox since launch. I love *Halo* and I really can't see *Killzone* bettering it. Here's why: *Halo* is an open-ended game. Every time you play it, it's different. It's like *GTA*; you can play it over and over, and it will always show you something new. By the sounds of things, *Killzone* will be a far more linear experience – you go through the game, it's exciting, looks great but when it's over, there's no real reason to do it again, just like the *Medal of Honor* games. I want to see more free-roaming titles, but I don't think *Killzone* will qualify as one.

Dan Croucher

Sussex

Well Dan, we like all sorts. Sometimes we just want to mess about in a big virtual playground, sometimes we want to be told a story and see how it unfolds. We want to see more of everything frankly. It's all good y'know.



Killzone: not free-roaming enough, apparently.

These girls like doing it in the back yard...

VIOLENT PORN

I am writing to you to discuss an important issue. I would like to question your decision to run a petition asking to have sick games banned – citing

Playboy: The Mansion and *Leisure Suit Larry: Magna Cum Laude* – in the same issue as a feature called '21 Things To See And Do in *Hitman 2*'.

There is a section of that article that suggests players can garrote UN Peacekeeping troops with fibre wire then shoot them with an M4 Carbine. Surely that is more damaging to a child's mind than a few naked ladies?

A woman's body is a thing of great natural beauty and I'm no more a pervert for wanting these games, as you are murderers for killing UN Peacekeepers. They're all adult games classified 18 – the same as adult films. Just because it's for adults, doesn't mean it should be banned. If you don't like it, don't buy it.

Richard Davies, Banbury

Well, we should point out that our 'Ban These Filthy Sex Games' feature was, in fact, a healthy dose of tongue in cheek. However, you do make a good point. The fact that any amount of slaughter is fine in games but boobies are frowned upon never ceases to baffle our massive brains.

SUMMER LOVIN'

Why is it that when summer comes around, all the game publishers put their games back till September? If a game is good enough, surely it will sell at any time of the year? Don't they know that it rains almost all the

time, so we're stuck in the house with nothing to do anyway?

I Whitehouse, Birmingham

Absolutely, and it's something that we wish would change too. We imagine the reason has to do with financial years or something. We'd still love to see a more sensible, mature and rounded release schedule though.

QUAD ERAT DEMONSTRANDUM

I've just read the latest issue of your mag – Issue 58. Had a good laugh at the feature on *Playboy: The Mansion* and *Leisure Suit Larry*. However, one of the eighteen points you humourously made about banning said games was the subtitle of *Leisure Suit Larry* – *Magna Cum*



WIN! SONY ERICSSON K500i

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Grrr... Sex. Snigger... Boobies... hur-hur.

Laude. You claimed this was a "thinly-veiled sexual reference" that even the kids would understand. Within literally two minutes of research on the net, I found out that *magna cum laude* is actually a real phrase that's used in education. To quote Fort Hays State University, *Magna Cum Laude* is: "the achievement of a culmanative grade point average of between 3.80 and 3.89 on coursework."

So does that mean I win the letter of the month competition, or what? **Chris Bell, Cleethorpes**
Well, that's us told then. To be honest, we'd expect Joff to point out grievous errors like that considering his implicit understanding of all dead languages and things educational. Don't worry, we'll beat him about the head for you as punishment.

GANGSTERS PARADISE

I'm so excited about *GTA: San Andreas*, I think I'm going to die. Really, it just looks fantastic. But it's not the shooting people in the head or running people over that I'm excited



She only wants him for his money.

about. I just love the feeling of being in the world of *GTA*. It's like going on holiday and just sitting down, people watching. Maybe you're watching the daybreak on a pier in Portland, gazing at a blimp in Vice City, or roaming the hillside in San Andreas. Yes I'm excited about the cars and stuff, but the scenery man, the scenery.

Sean Renn, Ireland

The *GTA* series remains untouched in its ability to create real living worlds for us to go and visit. We can't wait for our next *GTA* holiday. We're just going up to the mountains for a few days to chill out. Mmm.

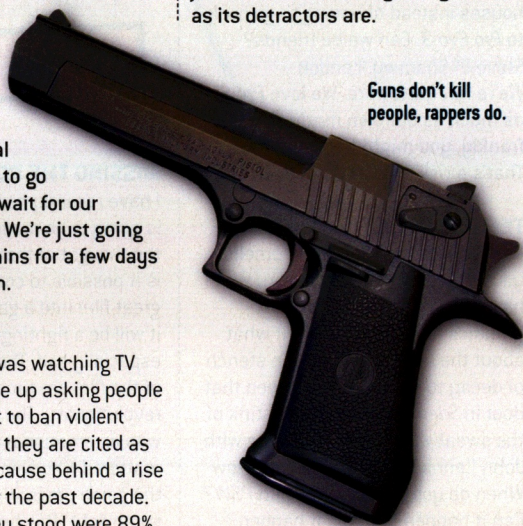
"THAT" GAME

The other day I was watching TV when a poll came up asking people to join the quest to ban violent games because they are cited as the underlying cause behind a rise in violence over the past decade. The polls as they stood were 89%

in favour, mostly from people who have probably never played a game in their lives. They don't know the excitement and pleasure gaming can bring because they've never played them, but they still want them banned. I think if anything, games of a violent nature make people less violent by letting them release all their anger and hatred in a safe, digital environment. Gamers should fight back and protect their pastime from the likes of these people. What does PSW think?

Damien Redman, Stockport

Basically yes. There's no doubt that watching anything can influence you to want to try it - we're all budding gymnasts since the Olympics - but frankly, the papers will always fill their pages with sensationalist twaddle. Don't worry, the industry is just as on the case regarding all this as its detractors are.



Guns don't kill people, rappers do.



Judge Joff Brown

Bring him your gaming case and he'll give you justice!

WHO'S THE DADDY?

I am a big fan of the *WWE SmackDown!* series and me and my mates all have favourite wrestlers, I think that the best wrestler is the almighty Undertaker because he has great *Smackdown!* and boasts a massive 93 points on *Here Comes the Pain*. Also, he can rise from the dead. Could you deliver your verdict on who you think is the best *Smackdown!* wrestler? Daniel Wylie, Liverpool

VERDICT > It is the Judge's opinion that wrestling is a stupid 'sport', ever since that Randy Orton chap became World Champion. A clear travesty of justice. Still, the thought of Ray Mysterio performing the 619 still fills this old heart with joy. Adjourn for lunch.

SPIDEY-SENSE

I've played *Spider-Man 2* so much that I became convinced I had gained some special Spidey powers all of my own. So much so, I was completely convinced I could jump off a building. I was instantly killed and so now I'm dead. I propose the game should be banned to avoid similar incidents happening in the future. Daley Moyle, Surrey

VERDICT > Nonsense. Anyone dumb enough to throw themselves from a building deserves everything they have coming. The Judge proposes instead that the game becomes compulsory to help us eradicate people like you from the gene-pool.



Hot topic

Which game will be No.1 at Christmas?



Burnout 3. No, *Need for Speed Underground 2.* No, *Killzone.* No, *SmackDown!* Vs *Raw.* I dunno really, I just wanted to get in the mag. Can you sort that out please? Ta.
Anon, via Email

It'll be *FIFA*, same as always. Last Christmas it was *FIFA*, the Christmas before it was *FIFA*, when Hitler invaded Poland it was *FIFA*, the year man invented the wheel, it was *FIFA*. It's always *FIFA*. I hate *FIFA*, it should be *PES* up there at the top, but it's always *FIFA*. I'm going to slit my wrists now. Don't try and stop me.
Ben Michaels, Shropshire

SmackDown! Vs Raw, OBVIOUSLY. It's going to be the greatest game of all time. Andre the Giant Vs Big Show? What more could a man want? Oh, could he want to be able to spend a full 24 hours spanking Trish Stratus until her bottom resembles a cherry in front of a powerful torch? Yes, he could.
Brad Renton, Tenerife

GTA: San Andreas? It has to be really. Everything I read about it just makes me more and more excited. Haircuts, being so fat I can't move, playing basketball, customising cars. Oh yeah. I'm in a special hospital now, away from the sharp things.
Dan Johns, Peterborough

Next month: Which is best: *FIFA 2005* or *Pro Evo 4*?

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GUIDETEXT
PESTS

Smackdown v raw is gonna be the best game since... Here Comes the Pain! I can't wait.
Pete Lyle

Is goldeneye going 2 b ne gud? I rekon itll b CRAP.
What do u rekon?
Phil

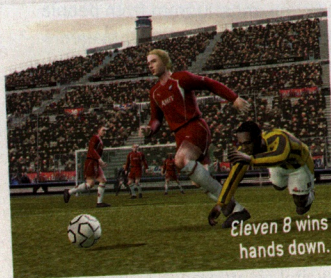
I want an a-team game. It'd be wicked to be Mr T and make turnip guns and stuff. I aint getting on no plane, crazy fool!
Jon

I just scored the best pro evo goal of all time. I know you don't care but you care a lot more more than my missus does.
Ben

20-year old PS2aholic WLTm fit female of sim age for fun, friendship and all-night Pro Evo. Maybe some sex too.
Big Baz the impaler

WHY CANT I FIND MY HAT? I'V LUCKD EUEYWHERE FOR IT. ONO THERE IT IS
Dean

To text PSW send keyword "PSWEDITOR" to 85100 and start texting!
Usual text rules apply. See p3.



MAN IN THE BOX

I've just imported a copy of *Winning Eleven 8* and I just had to come and shout at you about how happy I am. Seriously, I can't believe how good it is. I've barely put it down since it arrived. Such elegance, such subtlety, such beauty! All I need now is for *Pro Evolution 4* to come out and my life will be complete, because then I can play it round my mates' houses instead of having to go back to *Pro Evo 3*. Can we be friends?

Steve El-Sharawy, London

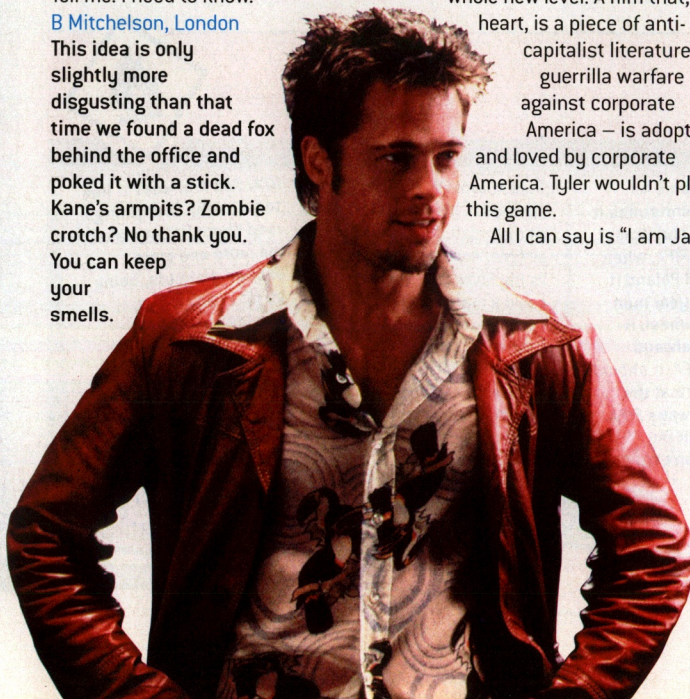
We're not quite sure. We love *Pro Evo* as much as our own mothers but frankly, you might be diseased. That's a risk we just can't take.

TEEN SPIRIT

I wish games could convey smells, you know? I mean, it's all very well having all these super-realistic graphics and everything but what about the smells? I want the stench of decay to hit my before I open that door in *Silent Hill*. I want the stink of the sweat when I get in the ring with John Cena in *SmackDown! Vs Raw*. When do you think it'll happen PSW? Can it happen? Should it happen? Tell me. I need to know.

B Mitchelson, London

This idea is only slightly more disgusting than that time we found a dead fox behind the office and poked it with a stick. Kane's armpits? Zombie crotch? No thank you. You can keep your smells.



Art or

One game. Two different

Well I enjoyed it. Halle Barry leaping about the place in a leather costume, beating people up. What's there not to like?

Remember, we are talking about one of the greatest arses in living memory here, being softly encased in the world's tightest polygonal rubber. I liked the control system too but hey, it's all about Halle Berry's perfect arse wiggling about like it does.

Brian Henderson, York



Arse?

points of view. Fight!

It was a crap film and it's a crap game. It's dull, it's short, it feels rushed and the camera is just soooo annoying. Why can't you move it? Who decided that exactly? The control system annoyed me so much I nearly smashed the bloody disc up – while it was still inside my PlayStation2. How can this be worth £40? Answer: it can't.

Francis Middleton, Bath

Next month: Have your say on *Burnout 3!*

MISSING THE POINT

I have recently heard that *Fight Club* is going to be made into a game. Well, the thought of that sickens me. How is it possible to condense such a great film into a game? The fact that it will be a fighting game is especially bad. The ideas and themes of the film are timeless and revolutionary. The fighting in the film was an emotional release – it never mattered who won or lost. I can't see the game presenting things in the same light. This brings irony to a whole new level. A film that, at

heart, is a piece of anti-capitalist literature – guerrilla warfare against corporate America – is adopted and loved by corporate America. Tyler wouldn't play this game.

All I can say is "I am Jack's

raging bile duct." Thanks for listening.
Bradlee Taylor, Wiltshire

Our pleasure. You make an excellent point – this is already down as the most ironic game of all time in our view. It doesn't look too bad as fighting games go; it's just an inexplicably bizarre choice for a licence. We're as confused as you on this one.

FANCIES LADY MURDERER

Why is PSW deputy editor Richard Melville so obsessed with Rosemary West? He makes constant references to her in many of his reviews and even dressed up as her for a feature in PSW issue 46.

What's the big deal? Other than the serial killer references, keep up the brilliant work on the mag. I always trust the reviews.

David Marks, Dublin

The money's in the post. Ironically it's Rich's money that we stole from his incredibly fluffy pink lady-purse.



Tyler gives in to corporate America.



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GUIDE

GAME BREAKER

Delivering the best cheats for the biggest PS2 games.



NBA BALLERS



At the Vs screen where there are three balls, enter the following code combos using the **□**, **△** and **○** buttons:

2X JUICE REPLENISH

□ {x4}, **△** {x3}, **○** {x1}

ALLEY-OOP ABILITY

□ {x7}, **△** {x2}, **○** {x5}

ALTERNATIVE GEAR

□ {x1}, **△** {x2}, **○** {x3}

BABY BALLERS

□ {x4}, **△** {x2}, **○** {x3}

BACK-IN ABILITY

□ {x1}, **△** {x2}, **○** {x2}

EXPANDED MOVE SET

□ {x5}, **△** {x1}, **○** {x2}

FIRE ABILITY

□ {x7}, **△** {x7}, **○** {x2}

GOOD HANDLING

□ {x3}, **△** {x3}, **○** {x2}

HALF HOUSE METER

□ {x3}, **△** {x6}, **○** {x7}

HOT SPOT

□ {x6}, **△** {x2}, **○** {x7}

KID BALLERS

□ {x4}, **△** {x3}, **○** {x3}

LEGAL GOAL TENDING

□ {x7}, **△** {x5}, **○** {x6}

NO WEATHER

□ {x1}, **△** {x1}, **○** {x2}

PAPER BALLERS

□ {x3}, **△** {x5}, **○** {x4}

PASS 2 FRIEND ABILITY

□ {x5}, **△** {x3}, **○** {x6}

PERFECT FREE THROWS

□ {x3}, **△** {x2}, **○** {x7}

PUT BACK ABILITY

□ {x3}, **△** {x1}, **○** {x3}

PYGMY

□ {x4}, **△** {x2}, **○** {x5}

R2R MODE

□ {x0}, **△** {x0}, **○** {x8}

RANDOM MOVES

□ {x3}, **△** {x0}, **○** {x0}

SPEEDY PLAYERS

□ {x2}, **△** {x1}, **○** {x2}

STUNT DUNK ABILITY

□ {x3}, **△** {x7}, **○** {x4}

SUPER BACK-INS

□ {x2}, **△** {x3}, **○** {x5}

SUPER BLOCKS

□ {x1}, **△** {x2}, **○** {x4}

SUPER PUSH

□ {x3}, **△** {x1}, **○** {x5}

SUPER STEALS

□ {x2}, **△** {x1}, **○** {x5}

UNLIMITED JUICE

□ {x7}, **△** {x6}, **○** {x3}

COLIN MCRAE RALLY 04

Poor old Colin's not even in the WRC anymore, so don't waste too much of your precious time with him. Especially when you can unlock everything by simply going to Options, Secrets and then entering the following passwords:

UNLOCK ALL CAR PARTS
FUDWHC

UNLOCK ALL CARS
AIDLAU

UNLOCK ALL TESTS
DMLPOD

UNLOCK ALL TRACKS
BSDJUC

UNLOCK ALL WEATHER
CLRWTR

UNLOCK B MODE AND CARS
CFCKGL

UNLOCK EXPERT MODE
HIQNRM

UNLOCK MIRROR TRACKS
EPDZIF

CONFLICT: VIETNAM

If you want to open all the missions, get infinite ammo and alter the enemy and squad AI, go to the main menu and key in the following sequence:

UNLOCK THE CHEAT MENU

L1, **R1**, **L1**, **R1**, **□**, **△**, **○**, **△**, **□**, **○**



"IT REALLY WORKS!"



"Struggling to unlock all the games in EyeToy: Play, I took PSW's advice and pressed **↑**, **↓**, **↑**, **↓**, **L1**, **L2**, **L1**, **L2** at the game selection screen. I can't thank PSW enough!"

Mrs L Ramsay, Nottingham

SEE WHAT OUR AMAZING
CHEATS CAN DO FOR YOU!

SATISFACTION
GUARANTEED!

AMPLITUDE

All the power-up codes must be entered during a game, but the rest can be used at any time. However, you won't be able to save unless you reset your PS2, even if you disable a cheat by entering it again.

ENABLE THE POWER-UP CODES

→, ↓, ↑ [x3], →, ←, →

AUTOBLASTER POWER-UP

↑, ←, ↓, ↑ [x2]

BUMPER POWER-UP

↑, ← [x2], ↓, ↑

CRIPPLER POWER-UP

→, ↑ [x3], →

FREESTYLER POWER-UP

↑, →, ↓, →, ←

MULTIPLIER POWER-UP

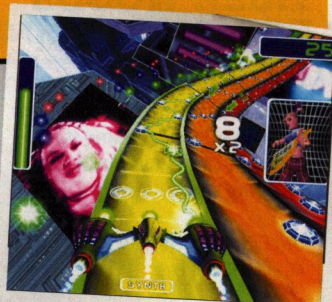
↓, ←, ↓ [x3]

SLOW-MO POWER-UP

↑, ↓, ← [x2], ↓

POWER-UPS APLENTY

⊙, →, ⊙, ←, ⊙, ↓, ⊙, ↑



AUTOPILOT

↓, ⊙, ↑, ⊙, ←, ⊙, →, ⊙

BLACK PANELS

R3, L3, R3 [x2], L3, R3, L3 [x2], R3

CIRCULAR TRACK (INSIDE, OUTSIDE)

L3 [x3], R3 [x3], L3, R3, L3

CONSTANT SLOW-MO

↑, ↓, ⊙, ⊙, ⊙, ↓, ↑

DRUG MODE

R3 [x4], L3 [x4], R3

MONKEY HEAD MODE

L3 [x4], R3 [x4], L3

NO PANELS

L3, R3, L3 [x2], R3, L3, R3 [x2], L3

SCRAMBLE GEMS

⊙ [x2], ← [x2], R3 [x2], → [x2]

UNLOCK ALL FREQ PARTS

←, ↓, →, ↑, →, ←, ↓

UNLOCK ALL SONGS

⊙, ⊙, ⊙, ⊙, ↑, →, ←, ↓ [x2], →, ←, ↑



CRICKET 2004

Get your batsmen playing like Engalnd's summer Test hero Freddie Flintoff by pressing the following buttons at the EA sports menu:

BATSMAN ALWAYS HIT 4 OR 6

R2, ⊙, L2, R1, SELECT



GHOSTHUNTER

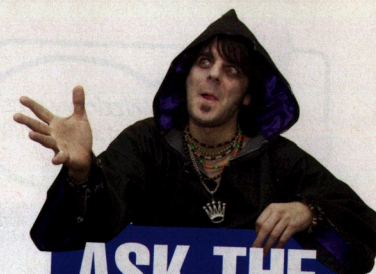
For some additional paranormal laughs, enter these special cheat codes during the game without pausing:

INCREASE DAMAGE

Hold → and L3 for five seconds and press ⊙

LAZ NEVER DIES

Hold → and L3 for five seconds and press ⊙



ASK THE GURU

Gamezville's resident boffin answers your PlayStation2 queries.

GET A ROOM

In the Water Prison world in *Silent Hill 4*, how do I release the prisoner?

Martin Hall, Milton Keynes

Can't you read? If you'd bothered checking the memos, you'll know you need to align the blood-soaked beds. On the first floor, check the windows and remember the bed's position relative to the ladder. On both the second and third floors, check the windows again and use the wheels to align the blood-soaked beds to the bed on the first floor.

MIND OVER MATTER

How do I defeat the first boss, Barret, in *Psi-Ops*?

Jim Dalton, Huddersfield

Only the first boss and you're stuck already! Pathetic. Keep moving at all times and throw the metal scraps at him. After the cut-scene, dodge the flying tankers and train cars and keep tossing metal boxes at him. You'll get there.

SLINKY MOVES

In the Derelict Building level in *Catwoman*, how do I avoid the sniper fire?

Anna Woodward, London

Stay on the top path and keep jumping. If you fall, keep going until there's an opening to climb back up. When you run through the second door, don't drop down; go through the other door on the upper part of the room, then drop down and climb the fence.

VAN HELSING

This Victorian hack 'em up includes a fair few scenes from the movie that gave it birth. To access them, just get comfy, draw the blinds and enter these button combinations. Don't forget the popcorn, mind.

BONUS MOVIE 1

↑, ↓, ↑, ↓, ← [x2], → [x2], L1, L3, R3, R1

BONUS MOVIE 2

↑, →, ↓, ←, ↑, ←, ↓, →, ↑, R1, R2, R3

BONUS MOVIE 3

L1, L2, R2, R1, R2, L2, L1, ↑ [x2], ↓ [x2], SELECT

BONUS MOVIE 4

SELECT, L3, R3, SELECT, R3, L3, SELECT, ← [x2], ↑, → [x2]

BONUS MOVIE 5

L2, R2, L1, R1, SELECT [x2], L1 [x2], R2 [x2], L3, R3

BONUS MOVIE 6

R2, R1, R2, R1, L1, L2, L1, L2, ←, →, SELECT [x2]

BONUS MOVIE 7

L3, ←, R3, →, L2, ↑, R2, ↓, L1, ←, R1, →



DVD
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YOUR
LETTERS



CHEATS
& TIPS



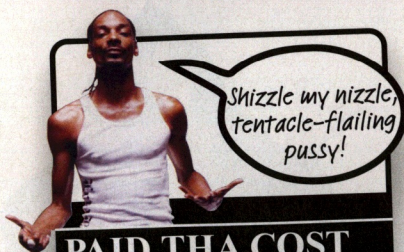
WEIRD
STUFF



PLAY
TO WIN



BUYERS
GUIDE



Shizzle my nizzle,
tentacle-flailing
pussy!

PAID THA COST TO BEAT DA BOSS

Classic game enemies
beaten to a lifeless pulp.

GAME: *Metal Gear Solid 2*
BADDIE: Solidus Snake

Most of Solidus' attacks can be blocked with the HF Blade or dodged with a Raiden Roll. In the first part of the battle, dodge or block his attacks and follow up with your own while he's recovering. Try cuts or slashes followed by a thrust attack. After a while, Solidus will remove his tentacles, leaving nasty fire trails as he tries to dash towards you. It's hard to keep track of his movements, so keep your block up and try to turn in his direction when you hear the audio cue just before he strikes. When he runs into your block, counter with your own attack.

FUTURE TACTICS: THE UPRISING

Press the following button combinations during a game to enable some handy cheats, apart from the level skip code, which needs to be entered at the Story mode game select screen. So now you know.

BIG HEADS

↑, ←, ↓, ←, ↓, ↑ [x2], ←

DISCO MODE

⬅, ←, ⬅, ←, ⬅, →, ⬅, →

LOW GRAVITY

↑ [x6], ↓, →, ↑

UNLIMITED TURNS AND MOVEMENT

↑ [x2], ↓ [x2], ←, →, ← [x2], ⬅, ⬅

LEVEL SKIP

⬅, ⬅, ⬅ [x2], ⬅, ⬅, ⬅, ⬅, ⬅, ⬅

TIGER WOODS PGA TOUR 2004

Another game that just won't leave the top ten charts. Lower your handicap by going to Options, then Passwords and entering the following:

UNLOCK ACE ANDREWS
ACEINTHEHOLE

UNLOCK ALL COURSES
ALLTHETRACKS

UNLOCK SUNDAY TIGER
4REDSHIRTS

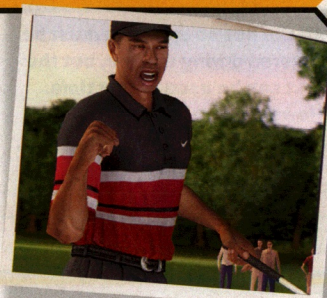
UNLOCK ERICA ICE
ICYONE

UNLOCK 'YOSH' TANIGAWA
THENEWLEFTY

UNLOCK CEDRIC THE ENTERTAINER
CEDDYBEAR

UNLOCK CLOWN TIGER WOODS
CLOWNSTER

UNLOCK DOMINIC
'THE DON' DONATELLO
DISCOKING



UNLOCK DOWNTOWN BROWN
DTBROWN

UNLOCK EDWIN 'POPS' MASTERSON
EDDIE

UNLOCK MOA 'BIG MO' TA'A VATU
ERUPTION

UNLOCK SHERWOOD
TARGETS 3 HOLES
SHERWOOD TARGET

UNLOCK SOLITA LOPEZ
SHORTGAME

UNLOCK TAKEHARU
'TSUNAMI' MOTO
EMERALDCHAMP

UNLOCK VAL SUMMERS
BEVERLYHILLS

UNLOCK HAMISH 'MULLIGAN'
MCGREGOR
DWILBY

UNLOCK NATALIE GULBIS
TRAVELER

GRADIUS V

Press Start to pause the game and enter the codes. You receive an extra power-up cheat for every stage completed, so if you haven't used any by stage five you'll have five power-up cheats.

INSTANT DOUBLE SHOT POWER-UP
↑ [x2], ↓ [x2], ←, →, ←, →,
⬅, ⬅

INSTANT LASER SHOT POWER-UP
↑ [x2], ↓ [x2], ←, →, ←, →,
⬅, ⬅

PSW's photo casebook

Michelle's bedroom boredom



I need some hot
lovin' tonight!

I was going to try some
new cheats, but... okay...



Later that night...

Ooh, yeah!

At least he isn't
obsessed with
cheating at games.



Cheers, love. That was almost as good as completing
Rise to Honour, then holding ⬅ + ⬅ and pressing
⬅, ⬅, ↓, ← at the main menu to play as Roast Duck.

Noooooooo!

BURNOUT 3: TAKEDOWN

At the title screen press the following buttons:

UNLOCK ALL RACERS

R2 [x3], L1, A, L2 [x3], R1, C

Also, get a head start on your rivals on the start line by holding the accelerator down and tapping the brake button so your tyres smoke. Keep the accelerator pressed and release it just before 'GO'. You'll get a 'Boost Start' message and begin the race with a slightly filled Burnout meter. Handy, eh?



F1 04

There are a few tasty bonuses that can be unlocked in the game, including these super-fast cars. But you'll have to drive like Michael Schumacher if you want to unlock them. PSW recommends using your dad's stringback gloves for extra purchase on the wheel. Alan Partridge swears by them.

ALTERNATE INTRO SEQUENCE

Set three top ten lap times in Time Attack mode

JORDAN 191

Win an arcade season

LOTUS 72E

Win a simulation season on pro difficulty level

WILLIAMS FW14B

Win a single arcade race

PRIMAL

Hold all four shoulder buttons at any menu screen to access the cheat menu. Then enter these:

AETHA SCENES UNLOCKED IN SCENE SELECT
FLINTLOCK

AQUIS SCENES UNLOCKED IN SCENE SELECT
CHARYBDIS

ALL TAROT CARDS UNLOCKED
ARCANUM

BONUS B: OPENS UP ALL BONUS VIDEOS
AURORA

BONUS C: OPENS UP ALL BONUS VIDEOS
PSYCHOSIS

GONE BUT NOT FORGOTTEN

Classic game cheats dug up

BONUS D: OPENS UP ALL BONUS VIDEOS
MIRROREY

BONUS E: OPENS UP ALL BONUS VIDEOS
ASCENDANT

ENEMIES DIE AFTER A SINGLE ATTACK
MORTIFIC

JEN/SCREE INVULNERABLE
DEMONISE

HITMAN: CONTRACTS

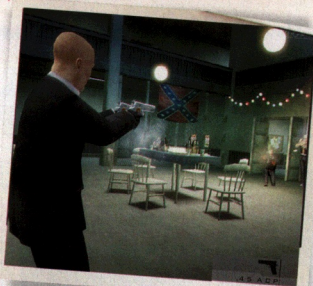
It's all about being ruthless.

COMPLETE MISSION WITH SILENT ASSASSIN RATING

R2, L2, ↑, ↓, X, L3, C, X, C, X during play

LEVEL SELECT

C, A, C, ←, ↑, →, L2, R2 at the main menu



MADDEN NFL 2005

To unlock these gold cards, select My Madden at the main menu followed by Madden Cards and Madden Codes.

TJ DUCKETT GOLD CARD
P67E1

MIKE VICK GOLD CARD
A49H6R



THE SIMPSONS: HIT & RUN

Still selling well long after release, there's clearly no stopping Homer and Co. At the options menu hold L1 + R1 and then press the following:

ALL CARS UNLOCKED

X, C, X, C

ALTERNATE AUDIO DURING CREDITS

X, C [x2], A

ALTERNATE VIEWS

C [x3], X

BLOW UP CARS ON IMPACT

A [x2], C [x2]

DRUNK DRIVING

A, C, A, C

GRID MODE

C, X, C, A

HIGH ACCELERATION

A [x3]

INVINCIBLE CAR

A, X, A, X

NIGHT-TIME MODE

X [x4]

NO TOP SPEED

C [x4]

PRESS L3 TO MAKE CAR JUMP

C [x3], A

SPEEDOMETER

A [x2], C, C

TURN ROCKET CAR TO RED BRICK CAR

C [x2], A, C

VERY FAST CARS

A [x4]

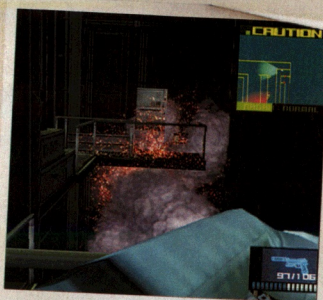
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WORLD OF WEIRD

A freakshow of oddities and quirks from classic PlayStation2 games.



METAL GEAR SOLID 2



MEET YOUR MAKER

Take a photo of the right screen in the second hold, while a picture is showing and you'll see an image of *Metal Gear* creator, Hideo Kojima beaming back at you. Send the photo to Octacon for a surprising message. No, we're not telling you what it is...

EXPLODING WOMEN

If you go to the bottom starboard walkway in the engine room and then to the northern end and look towards the port side, you should see a picture of a lovely lady on the wall below the opposite walkway. If you shoot the picture, it'll explode. Odd, no?

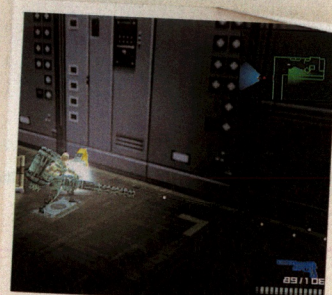


SLEEPING ON THE JOB

If you stand behind and to the side of the men in the hold, you should be able to tranquilise all of them without them getting suspicious. It's quite easy to send the entire room to sleep, leaving the General to make his speech to, well, just you.

TOYS OF DEATH

At the starboard side of the ship, before you enter the engine room, you'll see a Vulcan toy with a torch shining on it. That's all very well and good, but if you shoot it, it will start moving and firing BB pellets. It's not exactly deadly though, to be fair.



PSW'S MOST CURIOUS

Vintage peculiarity from the darkest corner of PS2.



TWO TRIBES GO TO WAR

It's possible to fly a helicopter under Vice City. Go to the Vice Point Langer Hotel and fly under the awning by the front door and then upwards. You'll fly through the ceiling and find yourself underground. If you then fly to the Ammunition store, you can see this otherwise hidden picture of Ronald Reagan and Mikhail Gorbachev. Weird or what?

MEDAL OF HONOR: FRONTLINE



BLOCKHEADS

Alternatively, enter the code **HABRDASHR** for a truly strange and inexplicable experience. This gives all the soldiers completely random hats. When we say random, we really do mean random. Just look at that. Is it an aircraft wing? A bit of ship? No one knows... One thing's for sure though – the truth's out there.

SET PHASERS TO STUN

Enter the code **TPDOMOHTON** at the enigma machine to unlock this unusual cheat which will see you and the Nazis duking it out with photon torpedoes, *Star Trek* style. Quite frankly, we find this level of historical inaccuracy most distressing. Next thing you know Dr Spock will crop up and apply his Vulcan death grip.



SIMPSON'S HIT AND RUN



PSYCHEDELLIA

Hold **(L1)** and **(L1)** then press **(A)**, **(X)**, **(A)**, **(X)**. If you hear a horn you did it right. Congratulations. You'll now descend into the kind of drugs hell normally associated with Vietnam vets and supermodels.



IT'S CHRISTMAS!

Just change the PlayStation 2's internal clock to 25th December and be ready to bear witness to all manner of amazing Christmas-related Springfield shenanigans. Sadly though, there's no snow.



DRIVE BURNING CARS

Smash a car up until the smoke isn't getting any darker. When damage is at 100% go to a phone booth and order the car. It'll appear in flames. You can still drive it but one knock will make it explode.

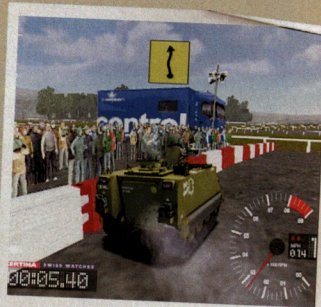
COLIN MCRAE RALLY 3

Before these codes will work you need to start a new game with the bonus code 0976. Keep starting new games till you get this code. It will happen.



BAJA BUGGY

NQFIPE – This crazy dune buggy seems a little out of place tearing through grey Welsh countryside. It also looks like it would flip over at the first opportunity. Insane.



TANK

LHZWOH – More violent than your average Subaru Impreza, the tank provides some solid handling over the muddy sections. The guy on top even shoots spectators.



WRC

JET

GOBUUR – Absolute madness from the skies with this, near impossible to handle jet. While it lacks wings it certainly doesn't lack speed. So don't expect to be able to actually drive it.



HOVERCRAFT

IURUOT – Quite possibly the fastest hovercraft in human history, this odd vehicle is a real handful, with genuine hovercraft style handling – none at all.



DRUNK DRIVING

For a practical demonstration of why drugs are bad enter the code **imgoingcrazy**. These psychedelic effects will make actually playing the game impossible. If you've had a few too many shandies, they will make you feel ill too.



THE TRUTH IS OUT THERE

Debunking PS2 gaming myths.

GNOME KILLER

I've heard that there's a secret game in *Psi-Ops: The Mindgate Conspiracy* called 'Gnomeatron' where you have to kill swarms of killer gnomes. Is it true? How do I get it? Help me out here people.

F Ryan
Via Email

FACT!

Odd but true. To unlock the frankly bizarre Gnomeatron special mission you must collect all 13 hidden gnomes. They're hard to find but frankly, with a reward like that, it's well worth the extra effort.

I AM YOUR FATHER

My mate claims to have unlocked Dante's father as a playable character in *Devil May Cry 2*. Is he yanking my chain? Is he?

Daniel Ramirez,
Torquay

FACT!

It's true. Beating the game on Hard mode and you will be able to use Sparda and his sword, Yamato. He's a nasty man looking a bit like Dante (obviously) but dressed in purple. Best get playing, Dan.

TITS STATUS

I'm highly suspicious of my friends claims that you can get Trish Stratus topless in *SmackDown! Here Comes The Pain*. It can't be true, can it? If it is, I want to know how right now.

Mike Howarth
Bolton

FICTION!

When anyone tells you that you can get a female game character naked, they're lying to you. This is the golden rule when it comes to video game urban myths.

SEEN ANYTHING STRANGE LATELY?

PSW needs you! If you've spotted any bizarre glitches, unusual occurrences or hilarious game gaffes, send us a video tape, photo or even just a letter telling us where you found them. Any anomalies printed will win a copy of this month's star game *WWE SmackDown! Vs Raw*.



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FREELOADER

Your monthly chance to win free games and stuff.

**BLAG
A NIGHT
WITH
JO HICKS!**

WIN A DATE WITH A PAGE 3 STUNNA!

Win a dinner date with Jo Hicks at Jamie Oliver's swanky Fifteen Restaurant!

We all know *Leisure Suit Larry* is popular with the ladies. His new game *Leisure Suit Larry: Magna Cum Laude* is about as raunchy as PS2 games get and to celebrate this magnificent feat, we're letting one of you swank around on a night out with Page 3 stunna Jo Hicks. Not that we'd let you take her to Maccie D's before seeing a zombie movie round your mate's house or anything. Instead, you'll get to meet and greet Jo while sipping posh cocktails in central London, before heading for a wallet worrying feast at Jamie Oliver's Fifteen restaurant. Of course, it'll be free of charge for you. You'll be the envy of all your mates, your dad and hell, even your mother would be proud. Your girlfriend might not be so impressed, but you don't have to tell her if you win. Ahem.

To stand a chance of winning a date with a girl so much more better looking than yourself, answer the following question:

Question: What is Jo Hick's bra size?

- A) 34C
- B) 36DD
- C) 32A

Send/email your entries to the usual address (see bottom right) and be sure to mark your envelope/head your email "PSW Hicky compo".

**LEISURE SUIT
LARRY**
— MAGNA CUM LAUDE —



The sumptuous Fifteen restaurant.
Perfect for wooing a Page 3 stunna.

PSW CHALLENGES

Prove your gaming skills and win a PlayStation2 game and joypad!



BURNOUT 3: TAKEDOWN

CHALLENGE: Get the most number of takedowns in Road Rage on the Silver Lake course.

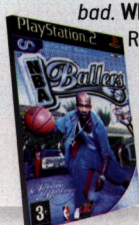
Stop looking at that model's lady-bags on the opposite page. Stop! And get practising your best car-smashing technique instead. Don't even think about sending it in until you get over 40. **WIN:** TOCA Race Driver 2 and a Radica Phoenix pad.



ATHENS 2004

CHALLENGE: Can you beat the men's world record in javelin? Not just the Olympic, the world record.

It's 98.48m. In real life and the game. Come on, it's not that difficult really. Our advice is to practise every day, just like them olympic fellas do. And not take loads of illegal steroids, because that'd be bad. **WIN:** NBA Ballers and a Radica Phoenix pad.



COLIN MCRAE RALLY 04

CHALLENGE: Complete the first stage in Spain in the 205 T16. Just as quick as you like.

By which we mean: as quick as is humanly possible. Be warned, Rich is legendarily good at this sort of thing and he claims his time is nigh-on unbeatable. But he would say that, wouldn't he? The spawny get. **WIN:** F1 04 and a Radica Phoenix pad.



THE PSW BENCHMARK

You'll have to work hard to top these...

BURNOUT 3: TAKEDOWN
Mark holds the record here, no question.

PSW CHALLENGE CHART

Mark:	46
Joff:	32
Rich:	27

ATHENS 2004

Toddy's the man with the silver fingers here.

PSW CHALLENGE CHART

Toddy:	99.32
Lee:	96.52
Mark:	84.84

COLIN MCRAE RALLY 04

Rich is the rally champ for Colin. Can you touch his time?

PSW CHALLENGE CHART

Rich:	2m52s
Mark:	3m05s
Joff:	3m20s

CAPTION THIS! Make us laugh. Win a game!

A nice selection of funnies for our inaugural caption compo last month, but you've got a while yet to get your efforts in. This month, we've got a shot of demon-faced chinner Joff being punched in the noggin in Def Jam: Fight For NY.

Obviously, it's time to take the living piss. Find the funniest caption for it and we'll send you a copy of Driv3r. Off you go, then.



Your caption here:



HERE'S ONE WE MADE EARLIER!

"The others swore never to let Sharon eat a whole industrial-strength vindaloo again."

SEND YOUR ENTRIES TO PSW, 99 Baker Street, London, W1U 6FP, or email psw@fxmi.com. Closing date for all competitions and challenges is 11 November 2004. Winners and challenge times/scores will be announced in PSW 63, on-sale 9 December 2004.

EXCLUSIVE PLAYABLE DEMO!

KILLZONE

Last month we told you how good it is... now find out for yourself



I'm the baddest mutha you ever did see

We will destroy everything! Women, children, Latino stereotypes...

THE ONLY PLACE FOR GTA!

GTA: SAN ANDREAS

Think you know everything?
You don't know the half of it...

PLUS!

PES4!

FIRST! Review ■
PLAYABLE! Demo ■
FREE! Handbook ■
FREE! Poster ■

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PLAY GAMES ON OUR EXCLUSIVE DVD!

■ Pro Evolution Soccer 4 ■ Rocky Legends
■ Obscure ■ Sly 2: Band Of Thieves

SEE! GTA: SAN ANDREAS, SMACKDOWN! VS RAW, GOAL OF THE MONTH AND THE STUNNING MONICA BELLUCCI FROM PRINCE OF PERSIA: WARRIOR WITHIN

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PlayStation®2
OFFICIAL magazine-UK
Where the big games come to play!



ESSENTIAL 50

What to spend your pocket money on this month.



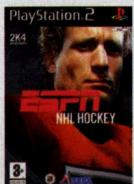
PRO EVOLUTION SOCCER 3
■ RATED: 9/10
■ ISSUE: PSW #48
The definitive console football game. FIFA? Pah!



TIMESPLITTERS 2
■ RATED: 9/10
■ ISSUE: PSW #34
Still the multiplayer shooting king, now with quality single-player fun.



TIGER WOODS PGA TOUR 2005
■ RATED: 9/10
■ ISSUE: PSW #60
Packed with features and game types, this is near-perfect.



EA SPORTS NHL HOCKEY
■ RATED: 9/10
■ ISSUE: PSW #50
Develops from a bit player to muscle out EA's *NHL 2004* and lead the way.



SECOND SIGHT
■ RATED: 8/10
■ ISSUE: PSW #59
Just edges out *Psi-Ops* thanks to a great story and cool psychic powers.



F1 04
■ RATED: 8/10
■ ISSUE: PSW #59
Updated cars, drivers, tracks... Thankfully better than the real sport.



GRAN TURISMO 3
■ RATED: 9/10
■ ISSUE: PSW #17
Everything you could possibly want from a driving game on one shiny disc.



MUSIC 3000
■ RATED: 9/10
■ ISSUE: PSW #41
The *Music Generator* series grows up with a very impressive package.



CRAZY TAXI
■ RATED: 9/10
■ ISSUE: PSW #17
Superb conversion of the high-octane arcade game, packed with extras.



INDIANA JONES: EMPEROR'S TOMB
■ RATED: 8/10
■ ISSUE: PSW #45
A knockaround adventure for our favourite whip fan.



ONIMUSHA 3: DEMON SIEGE
■ RATED: 9/10
■ ISSUE: PSW #56
Spectacular action-adventure with amazing graphics.



BURNOUT 3
■ RATED: 10/10
■ ISSUE: PSW #59
The fastest and quite possibly the greatest arcade racer on PS2.



JAMES BOND 007: E. O. NOTHING
■ RATED: 8/10
■ ISSUE: PSW #52
Still not quite the definitive Bond game, but close.



AMPLITUDE
■ RATED: 8/10
■ ISSUE: PSW #46
Block-rocking beats and eye-straining visuals, the coolest music game returns.



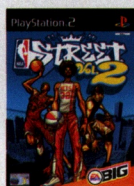
WRC3
■ RATED: 9/10
■ ISSUE: PSW #48
There's barely anything between this and *Col McRae*. The Scot just wins.



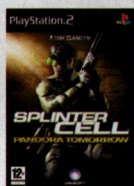
SSX3
■ RATED: 9/10
■ ISSUE: PSW #48
It's *SSX Tricky* tweaked, meaning better tricks and better views.



DARK CHRONICLE
■ RATED: 9/10
■ ISSUE: PSW #42
The Disney visuals and sweet script can't hide the deep adventure beneath.



NBA STREET VOL. 2
■ RATED: 9/10
■ ISSUE: PSW #41
The best basketball game got better! Even if you hate the sport, it's a joy.



SPLINTER CELL: PANDORA TOMORROW
■ RATED: 8/10
■ ISSUE: PSW #56
Stealth-haters should avoid, but if you loved the first...



FREESTYLE METALX
■ RATED: 8/10
■ ISSUE: PSW #46
Tony Hawk's with motorbikes. You'll love the huge, free-roaming levels.



EYETOY PLAY
■ RATED: 8/10
■ ISSUE: PSW #44
Doesn't work as a single-player game, but as a party novelty it's fab.



DEMON STONE
■ RATED: 8/10
■ ISSUE: PSW #60
Even without the megabucks licence it's better than the *LOTR* games.



COLIN MCRAE RALLY 2005
■ RATED: 8/10
■ ISSUE: PSW #60
Colin 2005 remains one of the best rally games in existence.



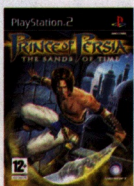
MGS2 SUBSTANCE EVOLUTION
■ RATED: 9/10
■ ISSUE: PSW #39
Same as *MGS2* but without the boring bits. Only get this if you don't have that.



RED FACTION 2
■ RATED: 9/10
■ ISSUE: PSW #34
Terrific single-player shooter with the innovative geo-mod playing a key role.



WORLD CHAMP'SHIP SNOOKER 2004
■ RATED: 8/10
■ ISSUE: PSW #57
Updated career mode plus pool and classic matches.



PRINCE OF PERSIA: THE SANDS OF TIME
■ RATED: 9/10
■ ISSUE: PSW #49
A skilful modern makeover for the classic platformer.



PRIMAL
■ RATED: 9/10
■ ISSUE: PSW #39
Lara, you have serious competition – this is the best game of its type.



MEDAL OF HONOR: PRIVATE RYAN
■ RATED: 9/10
■ ISSUE: PSW #30
Like reliving *Saving Private Ryan* from the soldier's view. Now on budget!



JAK II: RENEGADE
■ RATED: 8/10
■ ISSUE: PSW #47
Platforming genius, let down slightly by time-consuming wandering.



DEVIL MAY CRY
■ RATED: 10/10
■ ISSUE: PSW #22
Astonishing to play, but too the sloppy big-bordered UK conversion.



SILENT HILL 3
■ RATED: 8/10
■ ISSUE: PSW #42
The most disturbing and grotesquely beautiful game yet. Very similar though.



SOUL CALIBUR 2
■ RATED: 8/10
■ ISSUE: PSW #42
The prettiest, most accessible, most entertaining one-on-one fighter ever.



VIRTUA FIGHTER 4: EVOLUTION
■ RATED: 9/10
■ ISSUE: PSW #41
Virtua Fighter 4 gets a makeover in this fast, slick update.



FINAL FANTASY X-2
■ RATED: 9/10
■ ISSUE: PSW #29
The best *Final Fantasy* yet. Stunning looks and the tale isn't insultingly twee.



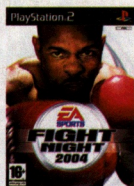
LMA MANAGER 2004
■ RATED: 8/10
■ ISSUE: PSW #53
The number one footie management game gets a 2004 makeover. Brilliant.



RATCHET & CLANK: UP YOUR ARSENAL
■ RATED: 8/10
■ ISSUE: PSW #35
Don't be put off by its kiddo looks. Combat is key in this platform romp.



WAKEBOARDING UNLEASHED
■ RATED: 8/10
■ ISSUE: PSW #43
Wet and wild, this is a great variation on extreme sports.



FIGHT NIGHT 2004
■ RATED: 8/10
■ ISSUE: PSW #54
Features a brilliant control method and face breaking. A real heavyweight.



GRAND THEFT AUTO VICE CITY
■ RATED: 10/10
■ ISSUE: PSW #36
Bigger and better than *GTA3* in every respect. Essential.



SINGSTAR
■ RATED: 8/10
■ ISSUE: PSW #56
With 30 songs to warble along to, it's the ultimate party game for cool kids.



HITMAN: CONTRACTS
■ RATED: 8/10
■ ISSUE: PSW #55
Our favourite slapdash assassin returns in this brutal and kinky sequel.



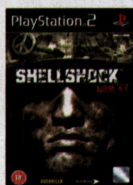
TOCA RACE DRIVER 2
■ RATED: 8/10
■ ISSUE: PSW #60
Hardcore racing sim that boasts every type of motorsport ever invented.



DEF JAM VENDETTA
■ RATED: 9/10
■ ISSUE: PSW #40
It's hip-hop arm breaks and beatings aplenty in this over-the-top wrestle-fest.



WWE SMACKDOWN! HERE COMES THE PAIN
■ RATED: 10/10
■ ISSUE: PSW #48
Not a fan of *WWE*? It doesn't really matter. Honest.



SHELLSHOCK: NAM '67
■ RATED: 8/10
■ ISSUE: PSW #57
Thrilling and visceral shooter with scary sounds of war.



TONY HAWK'S UNDERGROUND
■ RATED: 9/10
■ ISSUE: PSW #49
Hop off your board, otherwise it's business as usual.



RAINBOW SIX 3
■ RATED: 8/10
■ ISSUE: PSW #53
Realism and action combine to create a tense, ruthless squad shooter.



MACE GRIFFIN: BOUNTY HUNTER
■ RATED: 9/10
■ ISSUE: PSW #44
A first-class shooter, this is PS2's answer to *Halo*.



MASHED
■ RATED: 8/10
■ ISSUE: PSW #57
Get three mates round for the pinnacle of multiplayer racing.

NEXT MONTH

WORLD'S FIRST REVIEW!

grand theft auto San Andreas

The most anticipated game ever. The world exclusive review. Only in PSW.

OVER 25 NEW GAMES REVIEWED!

- GTA: San Andreas ■ Ghost Recon 2 ■ Tony Hawk's Underground 2 ■ FlatOut
- GoldenEye: Rogue Agent ■ Get On Da Mic ■ Need for Speed Underground 2
- Ratchet & Clank 3 ■ Midnight Club 3 ■ Prince of Persia Warrior Within



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EXCLUSIVE TO PSW

NEW! Gran Turismo 4
NEW! THUG 2
NEW! TimeSplitters 3
NEW! Mercenaries
NEW! The Urban Sims

NEW! Ghost Recon 2
NEW! Call of Duty
NEW! Midnight Club 3
NEW! Pro Evo Soccer 4
NEW! SingStar Party

PLUS ALL THESE!

The Getaway Black Monday
Prince of Persia Warrior Within
GoldenEye: Rogue Agent
GTA: San Andreas

PSW

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Round 1 - Tomb it may concern
Put these 5 pleasingly firm Lara-a-likes in the order in which they pretended to be the real life Raider.



1. Lucy Clarkson



2. Nell McAndrew



3. Rhona Mitra



4. Jill de Long



5. Lara Weller

Round 2 - We've got your number
It's just simple arithmetic. Provided you can fill in the blanks, that is.



1. James Bond ____:
Everything or Nothing + Shellshock: Nam ____ =

2. Silent Hill ____: The Room x Soul Calibur ____ =

3. Area ____ + Music ____ =

4. America's ____ Most Wanted x Rainbow ____ 3 =

Round 3 - Signed, sealed, delivered
Identify the men and moves from WWE SmackDown! Here Comes the Pain.



NAME:
FINISHING MOVE:



NAME:
FINISHING MOVE:



NAME:
FINISHING MOVE:



NAME:
FINISHING MOVE:

Round 4 - Your history
Five true or false historical questions about the original PlayStation...



1. The original PlayStation came out in the UK before it came out in Japan.

2. Timesplitters was the first PlayStation game to work with the Multi-Tap.

3. At the last count, Sony had sold over 100million PlayStations worldwide

4. Gran Turismo 2 on PlayStation sold five times as many copies as Gran Turismo 3 on PlayStations.

5. The PlayStation was originally designed as an add-on to the Super Nintendo.

Round 5 - Beer-goggle bonanza
Identify these gaming girls through your ale-induced fug...



1.



2.



3.

Round 6 - The final stage
It's time to separate the boffins from the boys. Here we go.

1. What's Goldfinger's first name?

2. Who starred as Antonio Montana in the original Scarface?

3. Name the Arsenal footballer in the FIFA 2005 ad campaign.

4. Complete the title: Backyard Wrestling 2: There Goes the...

5. Which doesn't have its own Club Football title: Arsenal, Leeds, Fulham, Tottenham or Celtic?

6. Name the three cities in GTA: San Andreas.

7. Which Brit model features in Need for Speed Underground 2?

8. What's the Pro Evolution series known as in its native Japan?

9. Give us three of the Sega games featured in Sega Superstars.

10. Which forthcoming sequel is subtitled Chaos Theory?

Round 4 - Tie breaker
In 3 words or less, explain why it's not possible to make jam from bananas.

Difficult, eh? Once you've cracked it, send the page to PSW, 99 Baker St, London, W1U 6FP.

Name: _____

Telephone number: _____

Email: _____

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X-BOX

Backyard Wrestling
Bad Boys 2
Burnout 3: Takedown
Chronicles of Riddick
Conflict: Vietnam
DRIV3R
Full Spectrum Warrior
Grand Theft Auto: Vice City
Halo
Halo 2*
Headhunter: Redemption
Mace Griffin: Bounty Hunter
Mafia
Need for Speed Underground
Ninja Gaiden
Project Gotham Racing
Project Gotham Racing 2
Rainbow Six 3 - Black Arrow
Second Sight
Secret W. Over Normandy
Shellshock Nam '67
Sims: Bustin' Out
Spider-Man: The Movie 2
Splinter Cell
Star Wars: Jedi Academy
Star Wars: Knights of the Old Republic
Sudeki
The Suffering
Thief: Deadly Shadows
Time Splitters 2
TOCA Race Driver 2
Total Club Manager 2004
True Crime: Streets of LA
Plus Many More...

GAMECUBE

Blood Omen 2
Die Hard: Vendetta
Enter the Matrix
Eternal Darkness
F-Zero GX
Metroid Prime
Minority Report
Pikmin 2*
Pokemon Colosseum
Resident Evil
Resident Evil Zero
Second Sight
Sonic Adventure 2 Battle
Sonic Mega Collection
Spider-Man: The Movie 2
Star Fox 2*
Star Wars: Rebel Strike
Summoner Goddess Reborn
Super Smash Bros. Melee
Tak and the Power of Juju
The Legend of Zelda: 4 Swords*
Tony Hawk's Pro Skater 3
World Cup 2002
WWE Day of Reckoning*
Zelda: Majora's Mask
Zelda: The Wind Waker
Plus Many More...

PS ONE

Com. & Conq.: Red Alert
Digimon World
Digimon World 3
Dino Crisis
Fear Effect: Retro Helix
Final Fantasy 7
Final Fantasy 8
Grand Theft Auto 2
Spiderman 2
Star Wars: Phantom Menace
The World is Not Enough
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4: Last Revel.
Yu-Gi-Oh! Forbidden M.
Plus Many More...

A = 01

Age of Empires 2
Alias
Aliens vs. Predator: Extinction
Alone in the Dark 4
America's 10 M. Wanted
Angel of Darkness
Arc the Laid: Twilight of Spirit
Army Men: Sarge's War
Atlantis 3: New World

B = 02

Bad Boys 2
Baldur's Gate: D. Alliance 2
Batman Vengeance
Battlestar Galactica
Beyond Good and Evil
Big Mutha Truckers
BloodyRayne
Bloody Roar 4
Bounty Hunter, Star Wars
Broken Sword 3: S. Dragon
Burnout 3: Takedown
Burnout 3: Takedown

C = 03

Cat in the Hat
Catwoman
Champions of Norrath
Chaos Legion
Clock Tower 3
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Conflict: Vietnam

D = 04

Dakar 2
Dark Angel, J. Cameron's
Dark Cloud 2
Dave Mirra Freestyle BMX 2
Def Jam Fight for NY
Def Jam: Fight for NY
Desert Storm 2
Destruction Derby Arenas
Deus-Ex
Devil May Cry
Devil May Cry 2
Die Hard: Vendetta
Downhill Domination
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Draken: Ancient Gates
Drakengard
DRIV3R

E = 05

Dynasty Warriors 3
Dynasty Warriors 3: Xtreme Legends
Dynasty Warriors 4
England Int. Football
Enter the Matrix
Escape from Monkey Island
Everything or Nothing: 007
Evil Dead: Fist of Boomstick
Mace Griffin: Bounty Hunter
Extermination
Eye Toy: Play
F = 06

Fallout: Brotherhood of Steel
Mat Hoffman's Pro BMX 2
FIFA 2003

G = 07

Getaway
Ghost Hunter
Ghost Master
Ghost Recon: Jungle Storm
Giants: Citizen Kabuto
Gladiator: S. of Vengeance
Gladius
Gran Turismo 3
Gran Turismo 4 Pro.Edition
Grand Theft Auto 3
GTA: San Andreas*
Grand Theft Auto: V. City
Great Escape

H = 08

H.Potter & Chamber of Sec.
H.Potter & Philosopher's St.
H.Potter & Pris. of Azkaban
Headhunter
Headhunter: Redemption
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hot Shots Golf Fore!&
Hulk

I = 09

Indiana Jones: Emp.'s Tomb
Italian Job: L.A. Heist
J = 10
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Judge Dredd: Dredd v Death
Juiced*

K = 11

Kill.switch
Kingdom Hearts
Knight Rider
L = 12
Lara Craft: Ang. of Darkness
Scooby Doo: Night of 100 F.

The Sims: Bustin' Out
Smackdown! 4: S.Y.Mouth
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Sonic Heroes
Soul Calibur 2
Soul Reaver 2
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
Star Trek: Elite Force
Star Trek: Shattered Univ.
Star Wars: Battlefront*
Star Wars: Bounty Hunter
Star Wars: Starfighter
Starky and Hutch 2*
State of Emergency
Suffering
Sum of All Fears
Summoner
Summoner 2
SWAT: Global Strike Team
Syberia
Syphon Filter: Omega St.
T = 20

Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator 3: Redemption*
Terminator: Dawn of Fate
The Getaway
The Great Escape
The Italian Job: L.A. Heist
The Simpsons: Hit & Run
The Sims
The Suffering
The Thing
Theme Park World
Thirteen (XIII)
This is Football 2003
This is Football 2004
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Tiger Woods Golf 2005*
Time Splitters 2
TOCA Race Driver
TOCA Race Driver 2*
Tom & Jerry: War of Whisk.
Tom Clancy's Rainbow Six 3
Tomb Raider: Angel of Dark.
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Tony Hawk's Undergr. 2*
Top Gun: Combat Zones
Total Club Manager 2004
Transformers
True Crime: Streets of LA
Turok, Evolution
Ty the Tasmanian Tiger
U = 21
UFC: Sudden Impact
Urban Freestyle Soccer
V = 22
Van Helsing
Vice City
Vice City: Grand Theft Auto
Viewtiful Joe
W = 23
War of the Monsters
Warhammer: Fire Warrior
Warlords (Onimusha)
Whiplash
Wild Arms 3
Wolfenstein: Return to Castle
World Champ. Snooker '04
World Rally Championship 3
Worms 3D
Wreckless: Yakuza Mission
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP
X = 24
X-Files: Resist or Serve
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
Xtreme G3
Y = 25
Yu-Gi-Oh! Duel Monsters 2
Yu-Gi-Oh! Duellists of Roses
0-9 = 27
007 Agent Under Fire
13 (XIII)

PLAYSTATION 2

Max Payne
Max Payne 2
Maximo vs the Army of Zin
McGrath's Supercross World
Medal of Honor Frontline
Medal of Honor: R. Sun
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Miami Vice*
Midnight Club
Midnight Club 2
Mission Impossible: O.Surmas
Monkey Island, Escape from
Mortal Kombat: Deadly All.
Moto GP 3
MTX Mototrax
Mummy Returns
MX Unleashed
N = 14
Need for Speed Underground
NFL Street
Nightfire
Onimusha 3: Demon Siege
Onimusha: Warlords
OO7 Nightfire
O = 15
Pandora Tomorrow
Premier Manager 2002
Premier Manager 2003
Primal
Prince of Persia: S. of Time
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Zero
Project Zero 2
R = 18
Rainbow Six 3
Ratchet and Clank
Ratchet and Clank 2
Rayman 3
Red Dead Revolver
Red Faction
Red Faction 2
Res. Evil: Code Veronica X
Return to Castle Wolfenstein
Rise to Honor
Risk: Global Domination
Roadkill
Robot Wars
Rom. of Three Kingdoms 8
R-Type Final
S = 19
Sims: Bustin' Out
Smackdown! 4: S.Y.Mouth
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Sonic Heroes
Soul Calibur 2
Soul Reaver 2
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
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Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
Star Trek: Elite Force
Star Trek: Shattered Univ.
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Star Wars: Starfighter
Starky and Hutch 2*
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Mortal Kombat: Deadly All.
Moto GP 3
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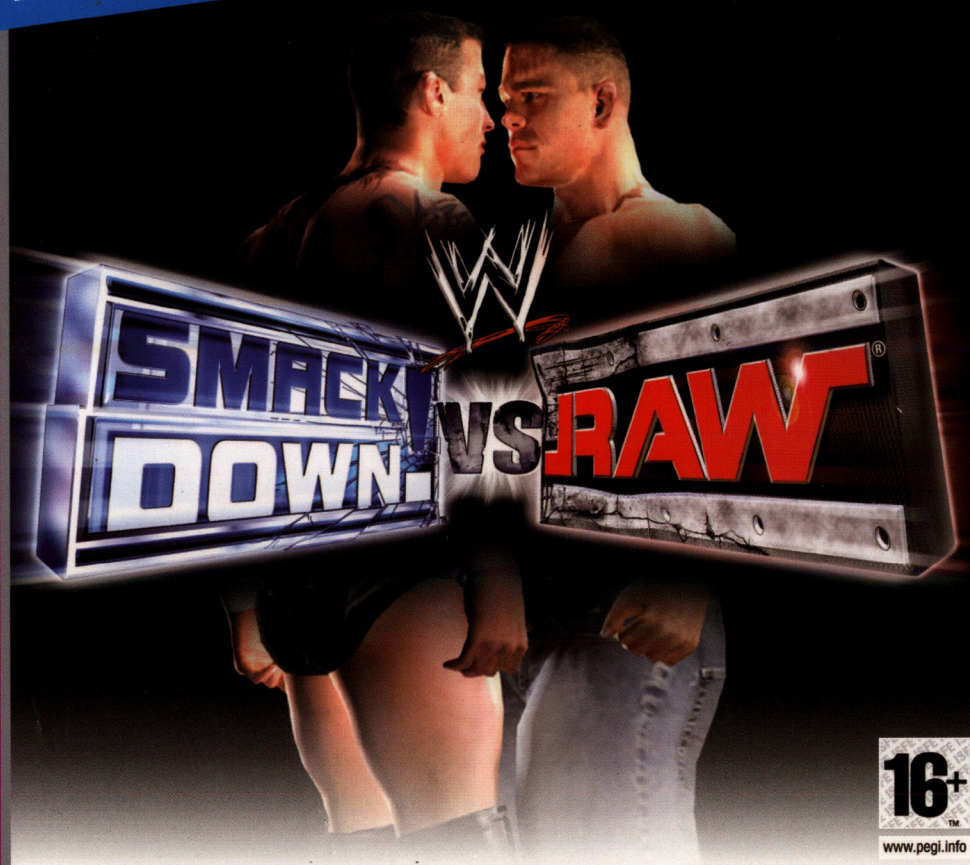
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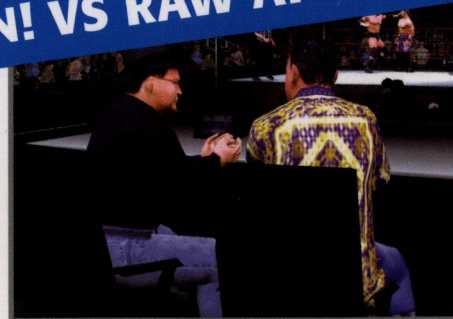
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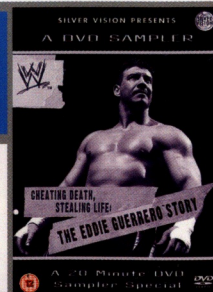
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